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1883



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MADEIRA
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MORTIMER
NOA
ROSENTHAL
SELLMAN
SKIPWORTH
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G A M E S

PLAYED IN THE

LONDON INTERNATIONAL

CHESS TOURNAMENT,

1883.

EDITED BY J. I. MINCHIN,

With the assistance of the English Masters, ZUKERTORT, STEINITZ,
MASON, and BIRD.

FIRST EDITION.

LONDON:
JAS. WADE, 18, TAVISTOCK STREET,
COVENT GARDEN.

TO
HIS ROYAL HIGHNESS
THE DUKE OF ALBANY, K.G.,
THIS COLLECTION OF GAMES,
PLAYED IN THE
LONDON INTERNATIONAL CHESS TOURNAMENT, 1883,
IS, BY PERMISSION,
DEDICATED.

Original from
PRINCETON UNIVERSITY

PREFACE.

WHEN the Committee entrusted to me the task of publishing the Collected Games played in the International Chess Tournament of 1883, I was determined that no labour should be wanting on my part to place the book in the hands of subscribers before the close of the year. Owing to the assistance which the funds at their disposal enabled the Committee to provide me with, the rapidity of execution, as well as the interest of the work, has been greatly increased, and for the first time in the annals of Chess Tournaments the Collected Games will be published within five months of the close of play, I trust in time to revive the interest in the struggle which a longer lapse of time would have necessarily effaced.

It is needless for me to point out the greatly enhanced value given to this collection by the elaborate notes to their own games which the two first prize-winners, Messrs. Zukertort and Steinitz, have supplied. Both these masters have brought the art of Chess analysis to a perfection unknown before their time, and never have they exercised it more successfully than in this collection. It was a labour of love with both of them to show that they stood as unrivalled in this branch of Chess as in their synthetical powers of combination over the board.

To those who may think that these masters of analysis are almost too exhaustive in their treatment the notes by Messrs. Bird and Mason will give all that can be desired, and the reader will notice that I have in no way attempted to create homogeneity in the opinions put forth, but have left each master quite free to set forth his own views. The opinions of Mr. Bird on some points of Theory are well known to be heterodox, and the reader may be amused at finding such opposite views propounded within one volume as will meet him in this collection. I can only suggest to the young student that on all questions of Theory he will find Zukertort and Steinitz thoroughly safe guides, while if he attempt to put in practice some of Mr. Bird's opinions he must be prepared for difficulties only to be surmounted by that master's Chess genius and originality.

To all the above gentlemen my best obligations are due for their zealous co-operation and the determination which each of them has shown to make this Collection of Games worthy of the occasion.

As regards the Games annotated by myself, the reader must acquit me of presumption in having performed a necessary duty. I need not say that I have made no attempt to imitate the great masters of analysis, and have contented myself with such remarks as would clear up possible difficulties for young players, and enable them to take appreciative interest in the recorded play. My best thanks are due to my friend Mr. Wayte not only for his valuable assistance in annotating Tchigorin's Games, but throughout the preparation of this volume. There is no living amateur more thoroughly acquainted with the latest Theory of Chess, and his notes in this respect will be found of the highest value.

I regret that the Collection of Games played in the Vizayana-garam Tournament is not more complete, but no official copy of the Games was recorded, and I am chiefly indebted to the players who have been kind enough to supply me with specimens of their skill. A mass of incorrectly-recorded Games was handed over by some of the players to the Director of Play, and my best obligations are due to my friend Mr. Gattie for the zealous labour with which he worked at this "*indigesta moles*," and rescued from oblivion the majority of the Games which appear in this selection. I fear that some of the best-played Games in this Tournament have been lost, but those I have been able, with Mr. Gattie's help, to preserve, will form, I trust, a not unworthy portion of the memorable Collection of Chess Games in which they appear.

The careful notes prepared for so many of these Games by Mr. Gattie will speak for themselves, and I can answer for them as full of valuable instruction for younger players.

A few Games in this Collection have been taken, with notes by the Rev. C. E. Ranken, from the *British Chess Magazine*.

The reader will find the mark of admiration (!) and of interrogation (?) to mark a fine move, and a doubtful or bad one, used freely throughout the Collection, as these marks often obviate the need of any extended comment. The neophyte must not be surprised to find that even the greatest masters sometimes make a very bad move; they would not be human if this were not the case.

J. I. M.

November, 1883.

REVISED INTERNATIONAL CHESS CODE,

Drawn up by Messrs. Donisthorpe and Woodgate, the Sub-Committee appointed for that purpose, and published for the consideration of Chess Players, and especially of the managers of future International Chess Tournaments.

1.—If a player notices before his fourth move that either the board or pieces have been misplaced, he has the right to demand that the game shall be recommenced.

2.—Before the beginning of the first game the first move and choice of colour are determined by lot. The first move changes alternately in match play.

3.—If a player desires to adjust the position of a piece or Pawn on the board, he must say "*J'adoube*" before touching it.

(Otherwise)

4.—If a player touches a piece or Pawn of his own he must move it. If he touches one of his adversary's he must take it, if it can be taken. If he touches a plurality of pieces or Pawns of the same colour, in either of these instances his adversary may elect which such piece or Pawn he will call upon him to play or to take, as the case may be. If the rules governing the moves of pieces do not admit of the adversary exacting penalty as above, the player must move his King, but may not Castle. If the King cannot be moved without exposure to check, no penalty can then be exacted.

N.B.—The adversary must claim a penalty under this rule before he makes his own next move. While he is considering the penalty *his own time must run, and not that of his adversary.*

5.—A move is not completed until the player's hand has quitted the piece or Pawn played.

6.—"Check" is announced to the King only; it is not absolutely necessary to call it. If a player on attacking his adversary's King omits to call "check," penalties under Rule 4 cannot be enforced. The player whose King is attacked must move out of check or cover or capture the attacking piece so soon as his attention is called to the fact; and if

any moves have been made by either party while a King has remained exposed to attack they must be cancelled.

7.—If the same position occurs thrice during a game, it being on each occasion the turn for the same player to move, the game is drawn.

8.—A player may at any time call upon his adversary to mate him within fifty moves (move and reply being counted as one). If by the expiration of such fifty moves no piece or Pawn has been captured, nor Pawn moved, nor mate given, a draw can then be obtained.

9.—The King cannot be Castled out of check, nor across an attacked square. In the act of Castling the King must be moved first, or else must be touched before the Rook is quitted.

10.—A Pawn reaching the eighth square must be named as a Queen or piece, at option of player, independent of the number of pieces on the board. The created Queen or piece acts immediately in its new capacity. Until the Pawn has been so named the move is incomplete.

11.—Time runs until a move is completed, as under these rules.

12.—If on the resumption of an adjourned game the position is wrongly set up all subsequent moves are void, and the position must, if possible, be correctly replaced, and the game then played from the point of adjournment.

13.—In the event of proof that a clock or glass has recorded incorrect time, the Umpire shall be empowered to make such adjustment in the record of the time as he shall consider equitable in view of the circumstances disclosed, provided that he shall make no allowance in the case of actual stoppage of a clock, it being the duty of a player to see that his adversary's clock is set going.



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INTRODUCTION.

TOWARDS the close of the year 1882 there was a general feeling in Chess circles in England that, considering the great success obtained and general interest felt in the International Tournament held in Vienna, and the long period that had elapsed since any such meeting had taken place in England, the time had arrived for organising such an undertaking in London, on a scale worthy of the country. With this object in view, the Honorary Secretary of the St. George's Chess Club placed himself in communication with the leading members of the Chess circles in the Metropolis for the formation of a General Committee, whose names would be a guarantee for the genuineness of the movement, and on the 14th of October a meeting of the supporters was held, before which Mr. Minchin laid the steps which he had taken in the matter.

At that meeting a Managing Committee and Officers were appointed, and the Honorary Secretary was requested to draw up an appeal for support to be circulated amongst all the Chess Clubs of Great Britain.

The following Circular was then forwarded to the Honorary Secretary of every Chess Club in Great Britain, and Subscription Lists were at once opened at the St. George's and City of London Chess Clubs:—

“In the year of the Great Exhibition, the First International Chess Tournament took place in London, and in 1862 the experiment was successfully repeated. From that period such Tournaments have repeatedly taken place on the Continent, and on each occasion the interest of the Chess community in all countries has been increasingly stimulated by the closeness of the contests, and the development of new Chess Talent. No master has yet made a monopoly of the chief prize. It has been carried off once by Steinitz, after a tie with Blackburne; once by Zukertort, after a tie with Winawer; once by Blackburne; and again Steinitz and Winawer tied for the first prize. On this final occasion the closeness of the struggle culminated in the fact that, two days before the close of the Tournament, it was possible for the five leading players to make an even score, and in the actual result the sixth prizewinner was only two games and a half behind the score of the leaders.

“In the numerous contests that have thus taken place on the Continent, in which more and more liberal Prizes have been offered for competition, the masters of the English school—native-born Englishmen and residents on English soil—have succeeded in carrying off the chief prizes; but twenty years have passed since such a contest has taken place in England, and it is felt generally that the time has come for the Chess-players of this country to reciprocate the liberality that has been shown in so many foreign capitals, and that a Tournament should be organised to take place in London in the Spring of 1883, and that in its arrangements the Chess-players of Great Britain should not be behind the liberality of the Chess-players of Vienna.

“In the International Tourney of 1851 the prizes amounted to £355, of which more than one-half constituted the first prize. In 1862, although larger sums were raised by subscription of the Chess public, more variety

was aimed at, and the amount allotted to the chief Tourney was only £210, of which £100 was given to the first prize. In the recent contest at Vienna, the total value of the prizes amounted to nearly £450, of which £210 was allotted to the first prize.

"It is clear, therefore, that considering all the necessary expenses attendant on the scheme, and the advisability, when the contests have been so close, of increasing the value of the lower prizes to a fairer proportion with that of the first, One Thousand Pounds would be the smallest sum with which it would be possible to arrange for another International Tourney that would be worthy of the liberality of England, and her place in the Chess world.

"Fully aware of the arduous nature of the design, but feeling that the time has come for its accomplishment, and confident in the cordial co-operation of the Chess public, a Committee of gentlemen, including the leading members of the Chess community of London, with the exception of masters likely to compete, has been formed with the object of raising funds, with the above end in view. It is not by the efforts of the two leading Clubs of London alone that success can be achieved; it can only be obtained by the hearty co-operation of all classes of the Chess community, and to that public the Committee with confidence appeal.

"The Committee anticipate a large accession to their number from the leading Chess-players throughout Great Britain as soon as their scheme has been brought to general notice. The names already attached, of so many influential members of the Metropolitan Chess circles, are a sufficient guarantee to the public that the scheme is not put forward by a clique, but will be worthy of general support.

"The Committee expressly appeal to the Secretaries of the Chess Clubs throughout the United Kingdom and the Colonies to lay the scheme before their Members, and to open Subscription Lists in its support.

"There is no member of the Chess community who does not benefit by a Tournament of this nature. The fine games produced are a pleasure for all time, and in adding to the stock of models of practical play, afford gratification to every amateur, however moderate may be his own skill. Though it is early to make definite promises, it is the purpose of the Committee to make arrangements for the publication of the Games in a complete form, at an earlier period after its conclusion than has yet been attained on these occasions, and every Club or private individual subscribing One Guinea to the funds, will receive a copy of the Games played.

"Although an International Tournament on a liberal scale is the main object which the Committee have in view, they hope that the support accorded will be sufficient to allow of the offer of Prizes for a Minor Contest, to be confined to players who may not take part in the leading Tournament."

H.R.H. the Duke of Albany graciously consented to become the Patron of the undertaking, and adhesions were received by the Honorary Secretary from all quarters. Until the close of the year but little work fell on the Committee, but on the suggestion of the Honorary Secretary of the Athenæum Chess Club, Camden Road, it was determined that a Free Admission to witness the play should be granted to every Club or individual subscribing Five Guineas to the funds, and in the case of a Club, such Free Pass would be available for a single person at a time, a *bona-fide* member of the Club in question.

By the close of the year, including promised support from Calcutta and the balance of the Lowenthal Trust, amounting to £50, which Mr. Medley was prepared to contribute, the minimum amount of £1,000, set down as necessary for the purpose, had been obtained, and a Sub-Committee, consisting of Messrs. Hirschfeld, Wayte, and the Honorary Secretary, was appointed to draw up a Programme for the consideration of the Managing Committee.

On the 5th of January the Programme submitted was carefully discussed in committee, and published as approved on the 9th, when it was forwarded to all the leading players of Europe.

"LONDON INTERNATIONAL CHESS TOURNAMENT, 1883.

"Under the Patronage of H.R.H. the Duke of Albany.

"THE Tournament will be held in London, to commence on Thursday, the 26th April. Entries will close on the 23rd April, on or before which date Entrance Fees and Deposits must be paid. The following Prizes are offered for competition:—

" 1st Prize	£250
" 2nd "	150
" 3rd "	120
" 4th "	90
" 5th "	70
" 6th "	50
" 7th "	(offered by Baron Kolisch on certain stipulations)									25

"These prizes may be increased if the Funds at the disposal of the Committee permit.

"RULES.

"1. The Entrance Fee is £5, in addition to a deposit of £5, the latter to be subject to Rules 5, 6, and 18.

"2. Each player must play two games with every other competitor, with alternate first move in each round. The prizes will be awarded according to the final score, drawn games not counting except as laid down in Rule 8.

"3. Players, entitled to any prize, making an equal score, must play again with each other for the respective prizes in abeyance. If two players tie they must play a match for the winner of the first two games. If three or more tie, the pool must be played out according to the rules of the Tournament.

"4. The order in which the several competitors must play will be settled by drawing before the commencement of the Tournament, and such order will hold good throughout the first round. The players so paired will draw for the first move, and the loser of the move in the first round will have the first move against the same antagonist in the second round.

"5. At the close of the first round any player may withdraw from the Tournament, and his deposit of £5 will then be returned to him.

"6. Any player withdrawing from the Tournament before the completion of either round, save with the sanction of the Playing Committee for sufficient cause shown, will forfeit his deposit of £5.

"7. Mondays, Tuesdays, Thursdays, and Fridays are days fixed for play, on each of which days every competitor, from the commencement till the termination of the Tournament, must play with the antagonist against whom he is drawn, during the hours fixed for play.

"8. Wednesdays and Saturdays are bye-days, but on those days all players who have made a drawn game must play again with each other, and should the game again be drawn they must play for a third time, when the draw will be final, and scored one half to each player. The first move will be taken alternately by each player in the second or third game under these circumstances. All games unfinished on play-days must be played off on these bye-days, and when a player has to play out an unfinished game and a draw the former will have the precedence, but such player must play off the draw as soon as he has completed his unfinished game. When both players of an unfinished game standing over from a previous day have finished their game set down for any play-day before the adjournment they can be called upon by the Playing Committee to play out such unfinished game during the evening hours of play. Arrears must be played out at the end of the Tournament if required by the Committee, but this will only be insisted on when the score for a prize is dependent on the result.

"9. Play will commence daily at 12 noon, and continue till 5 p.m. There will then be an adjournment of two hours, when play will be resumed until 11 p.m. Throughout these hours of play, both on play-days and bye-days, one member of the Playing Committee will be present, to be referred to by the players in case of dispute. All questions of fact will be at once decided by such member of the Playing Committee, and his decision shall be final.

"10. The time limit is fixed at 15 moves an hour, and will be regulated by stop-clocks.

"11. The player who exceeds the time limit forfeits the game, which will be scored as won by his opponent. It is the duty, not only of his antagonist, but of any competitor aware of the fact, to bring at once to the notice of the member of the Playing Committee present any infraction of the time limit, and he will decide on the facts of the case, and such decision shall be final. No mere onlooker may interfere in any way, either as regards the time limit or any infraction of the ordinary rules of play, unless called on to give evidence as to facts.

"12. The clock of the player who does not appear at the hour fixed for play, or after the adjournment, will be set in motion by the member of the Playing Committee present, and after a delay of one hour the game will be lost by the absentee under the time limit. If he arrives before the expiration of the hour he must make 15 moves in whatever interval of time is left at his disposal. Should neither player appear within one hour of the fixed time, the game will be counted as lost against both. If a player's clock be set in motion after the adjournment, the amount of time at his disposal before the same will be taken into consideration. For example:—A game is adjourned at the 40th move, and A has used 2 hours and 30 minutes; he arrives late after the adjournment, and his clock is set in motion. A loses the game if at the completion of three hours he has not played his 45th move.

"13. At the hour fixed for adjournment, the player whose turn it is to move must deliver his next move in writing, in a closed envelope, to the member of the Playing Committee present. Such envelopes will be opened after the adjournment by the member of the Playing Committee then present, in the presence of both the competitors, and such member will make on the board the move as written down. Consultations and analysing moves on a Chess-board during adjournments are strictly prohibited, and

any competitor proved guilty of the same will be expelled from the Tournament, and will forfeit his entrance-fee and deposit.

"14. All the games are the property of the International Tournament Committee. The winner of a game and the first player in a drawn game are bound to deliver, at latest on the second play-day, a correct legible copy of the same to the member of the Playing Committee present in the room. The non-compliance with this rule involves a penalty of £1, at the discretion of the Playing Committee.

"15. Each competitor is bound in honour to play all his games with his full strength, and in behalf of other competitors no player is allowed to waive any exaction of a penalty, either under the rules of the Tournament or the general laws of Chess. All arrangements which may influence the final result of the Tournament, unless sanctioned by the Committee, are prohibited, and all parties proved guilty of the same will be expelled from the Tournament, with the forfeit of entrance-fee and deposit.

"16. The Chess rules adopted for the Tournament are the International Code as laid down in the last edition of the German *Handbook*, with the addition that if a series of moves be repeated three times the opponent can claim a draw.

"17. In case of any competitor withdrawing from the Tournament before he has completed a round, if he has played half or more of his games in that round, the score will stand good, and the unplayed games will be forfeited to his opponents. If he has played less than half his games his score will be annulled, and in this case the forfeit of his deposit will be given, at the discretion of the Managing Committee, as a solatium to be divided between those players who have won games from him, and which will not count towards their score.

"18. The Committee reserve to themselves absolute power to modify any of the above rules in special cases.

"The Committee are desirous to carry out a Minor Tournament simultaneously with the one for masters. Their ability to do so, and the amount of the Prizes in such Minor Tournament, will depend on the additional support which they hope to receive, especially from the Provincial Chess Clubs in Great Britain.

"JAMES INNES MINCHIN, *Hon. Sec.*

"January 9th, 1883, 47, Albemarle Street, W."

The regulations herein laid down were founded generally on those in force at the previous International Tournaments of Paris and Vienna, but a few important novelties were introduced, in requiring a deposit in addition to the entrance-fee, to be returned to players only in case of full compliance with the regulations of the Tournament, in the scheme for the treatment of drawn games, and in the appointment of members of a Playing Committee to act as umpires, and to be absolute judges of all questions of fact.

As regards drawn games it was felt by all the members of the Sub-Committee who drew up the rules that the previous practice by which a drawn game was final and counted one half to each was most unfair to the strongest players, as it compelled them in effect to give the odds of the drawn games to the weaker competitors. The latter would be perfectly satisfied with such a result against a leading master, while he could not afford to risk the loss of his position by drawing against one of the weaker antagonists, and in endeavouring to win in a drawing position might

even lose the game. The best remedy for the evil was to consider a drawn game, as it is called in French, a nullity, and to continue playing till one or other won. But as this would have entailed a greater expenditure of time than could be given to an International Contest, the compromise of accepting the third drawn game as final was agreed to, and experience has shown that the object which the Sub-Committee had in view, to give skill its fair advantage, was realised by the arrangement made.

It is a singular fact, considering the strong opposition that was afterwards raised to the scheme, that in the close discussion in committee on the Sub-Committee's proposals a proposition made by one member that drawn games should be final, and count one half to each, failed at the time to find a seconder, and the scheme which the Sub-Committee had so much at heart was passed at the time with practical unanimity.

It will be remarked that simultaneously with the issue of this Programme the Committee reiterated their desire to carry out a Minor Tournament simultaneously with that for masters, and looked for ability to do so to additional support which they trusted to receive from the Provincial Chess Clubs of Great Britain, whose members would naturally be most interested in this part of the general design.

Before the close of January the prospects of the Tournament brightened greatly, and the Committee were confident that complete success would be attained. Mr. Steel, an ardent supporter of the cause, organised a committee of co-operation in Calcutta and opened subscriptions throughout India. The Viceroy of India and the Lieutenant-Governor of Bengal supported the project, and their example was followed liberally by natives and Europeans alike in the Northern Presidency, so that upwards of £200 was remitted to England from this source. At the same time assistance of the most munificent description arrived from Southern India. In answer to applications from Mr. Minchin, H.H. Rama Varma, Maharaja of Travancore, the only independant sovran within the limits of the Madras Presidency, and one of the most enlightened princes of India, sent a donation of £80 to the funds of the Tournament, and, about the same time, the Maharaja of Vizayanagaram, the leading nobleman and largest landed proprietor in Southern India, sent by telegram to Mr. Minchin the sum of £200, which he placed at his disposal for any prizes he might determine upon in connection with the International Tournament.

Mr. Minchin during his official service in India had been intimately acquainted with the father of the present Maharaja of Vizayanagaram and with the donor himself, who was at that period an interesting youth, delighting in manly sports and in association with English gentlemen. He regarded the Maharaja's commission as a trust, and determined on carrying it out in the manner that would give the most satisfaction to the son of his old friend. As a Minor Tournament had always formed part of the Committee's scheme, which want of funds had hitherto prevented from being carried out, Mr. Minchin determined to devote the Maharaja's princely donation to found a separate Tournament, to be called, in his honour, after his own name. He, therefore, offered the amount to the Committee for this specific purpose and no other, and on that understanding the donation was accepted.

Mr. Minchin's action in this matter was subjected at the time to much opposition and some not very generous criticism. Gentlemen, whose only acquaintance with Oriental races was a casual meeting with a dusky crossing-

sweeper in the streets of London, gravely informed him that he was disgracing the Maharaja's liberality by allowing his prizes to be played for by second-class Chess-players! It was confidently asserted that no Chess-player of mark would join in a second-class contest, that certainly no foreigner would enter, and that it would degenerate into a meeting of the English Counties Chess Association, playing for prizes of preposterous value in a contest which could in no way be considered International.

Undeterred by such criticisms, Mr. Minchin persisted in carrying out his scheme, determined in the first place to give the Maharaja of Vizayanagaram a Tournament of his own, and in the second to broaden the field of interest in the International Tournament by holding a second-class contest simultaneously with that for masters, which should free the latter to a great extent from the cumbersome entrance of ambitious amateurs, and allow the latter to compete in their own field with such professional antagonists as were confessedly not of the highest rank.

His hope was that the Master Tournament would be confined to about twelve of the leading masters of the world of Chess, struggling with each other on terms that would insure its due supremacy to skill and genius, and that the Vizayanagaram Tournament might at the same time employ the energies of the strong players of all countries below the highest class in friendly competition for prizes not unworthy of the occasion. In spite of some disappointments that hope was realised.

Early in February the first prospectus of the Vizayanagaram Tournament was published, the chief feature consisting in the arrangement that evening play was made compulsory, in order to admit a large class of competitors who would be debarred from morning play by their business avocations. Much discontent was felt at this stipulation by players in the provinces, who considered that it would so protract the contest as to debar from it all provincial players who might be unable to stay for two months in London. The Committee had a hard task in their endeavours to meet almost incompatible interests, but after much consideration and correspondence a revised prospectus was issued on the 21st of March, which met, as far as possible, the difficulties of the case, and which was fortunately able to be carried out successfully.

"LONDON INTERNATIONAL CHESS TOURNAMENT, 1883.

"THE VIZAYANAGARAM TOURNAMENT.

"Under the Patronage of H.R.H. the Duke of Albany.

"The Vizayanagaram Tournament shall be open to such players of all nations as shall not, in the opinion of the Managing Committee, be clearly marked out by their public performances as eligible only for the Major Tournament.

"The Committee in deciding such eligibility will be guided principally by the following considerations:—

"1. Whether a player in any International Tournament since 1869 has made a score equal to half the score of the winner.

"2. Whether a player has in public match play achieved distinction equivalent to the preceding.

"The following Prizes have been offered for competition by the Maharaja of Vizayanagaram.

"1st Prize	£60
"2nd "	50
"3rd "	40
"4th "	30
"5th "	20

"If there are 40 entries the Entrance Fees will be divided into four additional Prizes of £15, £10, £8, and £7. In any case the whole of the entries will be given as additional Prizes, of the allocation of which due notice will be given.

"It shall be open to any successful competitor to receive his prize in plate, an *objet d'art*, or in cash, at his own option.

"The Committee have determined that unless sixteen competitors enter for the Vizayanagaram Tournament the above scale of prizes shall be reduced one-half.

"In the case of more than twenty competitors entering the Tournament the contest will be limited to one round, in which case each player will have the first move in half his games, as far as practicable.

"The following Rules will be in force :—

"1. For the Vizayanagaram Tournament, Monday, Tuesday, Wednesday, Thursday, and Friday will be play-days, and Saturday will be a bye-day.

"2. The hours of play will be from noon till 5 p.m., and from 7 p.m. till midnight.

"3. Evening play will be compulsory on all competitors, and morning play will be optional.

"4. Competitors who may wish to play both morning and evening daily will state the fact on entering. The Committee will arrange for these competitors to play with one another at morning sittings, and to have the priority of play with those competitors in the evening who enter only for evening play. Competitors who have been paired against each other for evening play may by mutual agreement, and with the consent of the member of the Playing Committee present, play at any hour during the morning sitting.

"5. A drawn game will be final, and count one-half.

"6. Games unfinished at either sitting during the week will be played out on Saturdays, at morning or evening play by mutual agreement, subject to Rule III. Players otherwise disengaged may by mutual agreement, and with the consent of the member of the Playing Committee present, play out an unfinished game at any time during official hours of play.

"7. The time limit is fixed at 20 moves an hour.

"8. The number of entries for the Tournament will be limited to 40, of which the Committee will reserve 10 until the 16th April for intending players absent from the United Kingdom. Subject to such reservation, the right of competition will be determined by priority of entry. Should the entries thus reserved not be made use of, they will be allotted, according to date of application, to players resident in the United Kingdom.

"The Entrance Fee is £1, with a deposit of £5, to be paid on or before the 23rd April, when the entries will be closed.

"All Rules of the Major Tournament not specially modified by these Rules will be in force for the Vizayanagaram Tournament.

"March 21st, 1883."

"JAMES INNES MINCHIN, *Hon. Sec.*

About the same period, as the funds at the disposal of the Committee had now reached £1,300, in addition to the Maharaja of Vizayanagaram's

donation, it was determined that the following sums should be allocated as prizes to the Major Tournament, being far more than double the amount that had ever been previously played for:—

1st prize, £300; 2nd prize, £175; 3rd prize, £150; 4th prize, £125; 5th prize, £100; 6th prize, £75, in addition to a Consolation Prize of £25, presented by Baron Kolisch, to the player making the highest score against the six prizeholders, and £50 from the Lowenthal Trust.

For this Consolation Prize, Mr. Medley, the Trustee of the Fund, in consultation with Mr. Minchin, arranged that it should be divided amongst those competitors who failed to gain any other prize, according to their score, calculated on the Gelbfuhs system, on the value of the games won from each antagonist. Thus the winner of the 1st prize in the Tournament having made a final score of 22 games, each non-prizeholder winning from him scored 22 for such win. A game won from a player whose final score was 6 would count for that amount, and so on.

The prospectuses and rules for both Tournaments having been decided upon and published, the most urgent solicitations were made by a section of the English Chess-players, supported by their partisans in the Chess Press, for the alteration of Rule VIII. of the Programme, which had introduced the new principle for the treatment of drawn games. A strong section of the Committee who had originally supported the scheme, were induced to become advocates of its opponents, and as Mr. Hirschfeld was at the time absent from England, the brunt of the battle in its defence fell on Mr. Minchin, who regarded it as a vital matter of principle whether the highest prizes should go to the highest skill, or an element of chance should be allowed to vitiate the truth of the test, and a second-class player by such means be enabled to carry off the highest honours. He was able to show that no foreign expression of opinion adverse to Rule VIII. had been elicited, and that while such was the case the Committee would stultify themselves by withdrawing terms published to the Chess-players of Europe in obedience to the dictation of a section of the English Chess community. It was determined, therefore, to obtain the opinion of all probable competitors in the Major Tournament, and when this was received there was found to be such a preponderance of approval of the new system, that its strongest opponents on the Committee acknowledged that they could no longer propose its alteration. Amongst English players, Messrs. Bird, Steinitz, and Zukertort were entirely in favour of Rule VIII., and to the credit of the foreign masters, they generally supported a system which would certainly protract the contest and thus be opposed to their personal convenience, with the conviction that it would afford the fairest test of skill. The experience of the Tournament has shown that the new plan answered its intended purpose, but to obviate the needless protraction of the contest it should on future occasions be modified in one important particular. Where two opponents have drawn, *and are satisfied with that result*, the draw should be allowed to be final, as it is mere pedantry, if not cruelty, to make those players play again for a second and third time with a moral certainty of arriving at the same result. The object of the plan is to give skill its legitimate chance, and to save a first-class player from the necessity of playing to win a drawn game by allowing him a second and a third opportunity of showing his superiority. Where two players are content to draw, no rules that the wit of man can devise can prevent their obtaining their purpose: the men are changed off rapidly, no attack is attempted on either side, and on the first decent opportunity a draw is offered and accepted

when the astonished spectator imagines that the real struggle is about to commence. Numberless instances of this mode of proceeding will be found in the present Tournament. It certainly cannot be called Chess, but it cannot be prevented, and no possible advantage is gained by requiring the operation to be gone through thrice instead of once. The sole reason for which I supported Rule VIII. in committee was my conviction that such a system was necessary in a Tournament where the prizes were higher than had ever before been contended for, and where the championship of the Chess world was at stake, to insure the highest prizes really falling to the best players. One opponent of Rule VIII. naïvely expressed his objection to it on the ground that it crushed the weak. I considered it our duty to devise rules that should most effectually crush the weak, and discover by selection the strongest. In the Vizayanagaram Tournament there were no such reasons for enforcing Rule VIII., and there I never urged its adoption.

The generous subscriptions of the members of the St. George's and City of London Chess Clubs had hitherto formed the bulk of the funds, but before the opening of the Tournament the leading Clubs in the Provinces took their share in the work. The small Club of Penzance was the first that sent in a subscription entitling it to a free pass; and the Clubs of Clifton, Liverpool, and Glasgow came forward liberally in their turn, while more than one Club of working men made up their guinea by shilling subscriptions, proving the universal interest taken by the Chess-players of Great Britain in what was felt to be a national undertaking. At the last moment the Committee had the pleasure of receiving a subscription raised in the Australian Colonies through the joint exertions of Messrs. Wisker and Burns, offered and accepted as a proof of the good feeling of Colonial Chess-players towards the Mother Country. The subscription-list appended to this volume shows without cavil that the movement was not only national in its character, but extended throughout the dependencies of that mighty Empire of which our little island is the centre.

The success achieved was greater than the most sanguine promoters of the undertaking had anticipated, and enabled the Committee to make arrangements commensurate with such support. On previous occasions in London the play throughout the Tournament had taken place chiefly in the different Chess Clubs and at the Divan, and in 1861 only on one day had the proceedings been really public. On this occasion the Committee determined that the play should take place in public throughout the Tournament, and through the intervention of Mr. Rosenbaum, an active member of the Managing Committee, the Victoria Hall in the Criterion was secured for a period of eight weeks, at a moderate rental, which afforded ample accommodation for the players in both the intended Tournaments, and for as large a body of spectators as could conveniently witness the play.

It was obvious that the work of carrying out all the arrangements connected with the fitting up of the Hall and the superintendence of the play could not be carried out by the Committee, and as Mr. Rosenbaum kindly offered to accept the task, he was appointed Director of Play, and the whole responsibility as regards the expenditure to be incurred and the admittance of the public at a rate fixed by the Committee was entrusted to this gentleman, on condition that, after meeting certain necessary items of outlay, he should receive 50 per cent. of the net proceeds taken from the public. It was with no view of personal gain that Mr. Rosenbaum entered on this arrangement. He wished to be able to show some hospitality to the

foreign players from the funds at the Committee's disposal in a manner which could not have been carried out by the Committee, and it was doubtful to the last whether he would be reimbursed the amount which he spent in this manner. I think it due to Mr. Rosenbaum to make this public statement, as much misrepresentation of his motives has occurred. As will be recorded later, for a period of two months Mr. Rosenbaum abandoned his own avocation as an artist, and was compelled in consequence to give up one valuable commission for a portrait, while he devoted himself to the interests of the Tournament, in reality without any remuneration whatsoever, and the thanks of all interested in the Tournament are especially due to him for his labours.

The appointment of the members of the Playing Committee completed the preliminary arrangements. Twelve gentlemen known in the Chess world consented to accept the onerous duties involved, one of them being always present to perform an Umpire's duties throughout the hours of morning and evening play, and the following rules were drawn up for their guidance and distributed for information amongst all the competitors in each Tournament:—

"LONDON INTERNATIONAL CHESS TOURNAMENT.

"Under the Patronage of H.R.H. the Duke of Albany.

"INSTRUCTIONS FOR GUIDANCE OF MEMBERS OF THE PLAYING COMMITTEE.

"1. The member on duty for the day, at either morning or evening sitting, will be in attendance shortly before the hour fixed for play, and his first task will be to see that the Director of Play, or his assistant, has arranged the clocks correctly for the various competitors.

"2. As the clock strikes noon the member of Playing Committee will at once go round the tables in order, commencing with No. 1, and set in motion the clocks of any competitors who are not present.

"3. Throughout the hours of play he will be present, bound to receive complaints that may be made by any competitor, either as to the infraction of the time limit or of any of the laws of Chess.

"4. In case of an alleged infraction of the time limit he will at once decide the fact by the state of the clock, the score of the game, and by taking any evidence of players or bystanders that he may consider necessary to form a fair judgment of the case. If the alleged infraction of the time limit be not proved to his satisfaction the game will proceed, but if proved he will at once score the game on the official score sheet. The M.P.C. is bound to take notice of any infraction of the time limit that may come to his knowledge, even if no complaint be made.

"5. When any game is reported by the players as won and lost he will at once register such won games on the official score sheet. In the case of a drawn game, Rule VIII. will come into force, and the M.P.C. will enter the result with the letter D in the score sheet, and the names of the competitors in a book kept for the purpose, to play again on the first bye-day.

"6. In case of a complaint of any infraction of the laws of Chess the M.P.C. will take evidence as to the facts of the case, and decide the point in dispute according to the laws in force. A decision on a point of law thus made may be appealed against to the Committee of Appeal, and in case of

immediate appeals the M.P.C. will direct the players to proceed with the game.

"7. Ten minutes before the close of play the M.P.C. will give notice to all competitors of unfinished games that such games must be adjourned, and that the player whose turn it is to move must record his next move in a closed envelope, instead of making it on the board. The player who has made the last move will then record the position of the pieces on a diagram provided for the purpose, and the player who has to move will inclose that diagram, together with the record of his move, in the envelope. At the hour fixed for adjournment the M.P.C. will collect the written moves inclosed in envelopes, with the names of the competitors written thereon, and the exact time used by each at that period, recorded from the clocks. These envelopes he will place in a portfolio kept for their retention by the Director of Play.

"8. The member of the Playing Committee on duty after the adjournment will, previous to the hour fixed for the resumption of play, see that all the clocks are set correctly, and that in the adjourned games they correspond with the entries of time on the envelopes. At the hour fixed for play he will first set in motion the clocks of the competitors for the Vizayanagaram Tournament who may not have arrived, and will then in due order, commencing with Board 1, open the envelopes containing the moves of the adjourned games in the presence of both the competitors, and make the move on the board exactly as it is written on the inclosed paper. The penalties attached by the laws of Chess to playing an impossible move will be applied to the player whose recorded move is impossible. Any error in the diagram may be corrected from the score sheet of the game. When either competitor of an adjourned game is not present his clock will be set in motion, and only after his arrival is the envelope to be opened and the move made.

"9. A book of engagements will be kept for competitors in the Vizayanagaram Tournament who have entered only for evening play, in which such players are to enter the hour at which they may be prepared to contend by mutual agreement during morning hours, and the punctual observance of such agreements will be enforced by the M.P.C. placing the clock of such person in motion if he fails to attend at the hour agreed upon.

"10. Two books will be kept in which to enter the names of players of unfinished games in both Tournaments. In the case of the Major Tournament, when two players have finished their game before the adjournment, the M.P.C. may call upon them to play during the evening hours of play any unfinished game. In the case of the Vizayanagaram Tournament such games will be played out on Saturdays, as mutually arranged by the players, and such arrangements will be entered in the above book.

"11. The M.P.C. will collect the scores of games, finished and unfinished, and place them in charge of the Director of Play, who will report to the Committee any infringement of the obligation imposed by Rule XIV. on competitors.

"12. As only a selection of the games of the Vizayanagaram Tournament will be published, Rule XIV. will not apply, and the recording of their games will be optional on the part of competitors.

"JAMES INNES MINCHIN, *Hon. Sec.*

"April 17th, 1893."

On the 23rd April the following entries were received for the Major Tournament, and as out of the fourteen names ten consisted of the acknowledged leading masters of the world, success was no longer doubtful:—

1. M. Rosenthal, of Paris.
2. Dr. Noa, of Hungary.
3. Mr. S. Winawer, of Warsaw.
4. M. Tchigorin, of St. Petersburg.
5. Mr. Mason, of London.
6. Mr. Englisch, of Vienna.
7. Rev. A. B. Skipworth, Tetford Rectory, England.
8. Dr. Zukertort, of London.
9. Mr. Blackburne, of London.
10. Mr. Steinitz, of London.
11. Mr. Bird, of London.
12. Mr. A. G. Sellman, of Baltimore.
13. Captain Mackenzie, of New York.
14. Mr. Mortimer, of London.

There are only two names absent from the list whose presence might have been wished for to make the competition complete. Mr. L. Paulsen, the great German master, was unable to attend; and all must have regretted the absence of Mr. Potter from the list of English competitors, whose matches with Zukertort and Mason had proved his right to contend in any assembly of Chess-players. England was, however, well represented by seven competitors, and the presence of the champions of Paris, Hungary, Warsaw, St. Petersburg, Vienna, Baltimore, and New York proved how universal was the answer of the leading Chess-players of the world to the London invitation, and how completely international was the contest.

The following were the entries for the Vizayanagaram Tournament:—

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| 1. A. G. Puller, Esq., of Youngsbury, Ware. | |
| 2. Rev. W. L. Newham, of Loughborough. | |
| 3. R. Rabson, Esq., of Woolwich. | |
| 4. Bexley Vansittart, Esq., of Rome. | Evening play. |
| 5. F. W. Ensor, Esq., of London. | |
| 6. M. Casimir de Weidlich, of Paris. | |
| 7. Mr. Gossip, of London. | Evening play. |
| 8. Mr. Gunsberg, of London. | Evening play. |
| 9. F. H. Dudley, Esq., of London. | |
| 10. J. Lord, Esq., of Manchester. | |
| 11. M. Febvret, of Paris. | Evening play. |
| 12. A. Hunter, Esq., of London. | Evening play. |
| 13. C. J. Lambert, Esq., of Exeter. | |
| 14. J. West, Esq., of Derby. | |
| 15. W. Elliot Vyse, Esq., of London. | Evening play. |
| 16. Rev. G. A. MacDonnell, of London. | |
| 17. B. W. Fisher, Esq., of Cheltenham. | |
| 18. Rev. C. Ranken, of Malvern. | |
| 19. Mr. Piper, of Greenwich. | Evening play. |
| 20. Herr Von Bardeleben, of Berlin. | Evening play. |
| 21. W. Mundell, Esq., of London. | Evening play. |
| 22. M. L. Benima, of Holland. | Evening play. |

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| 23. H. Lee, Esq., of London. | Evening play. |
| 24. R. Pilkington, Esq., of London. | |
| 25. W. A. Lindsay, Esq., of London. | |
| 26. J. I. Minchin, Esq., of London. | |
| 27. W. M. Gattie, Esq., of London. | Evening play. |

Of these, M. Casimir de Weidlich was unable at the last moment to attend, leaving 26 actual competitors, of whom four were not resident in England.

The names of Messrs. Gunsberg and MacDonnell in this list had occasioned some difficulty. They were objected to by some of the competitors as first-class players, excluded by the preliminary regulations for entry to the Vizayanagaram Tournament. It is notoriously difficult, if not impossible, to define clearly the boundary between first and second class. The classes merge into one another by imperceptible gradations, and the Committee, taking a liberal view of their functions, determined that both these gentlemen were eligible for entry. It was well for the interests of the Tournament that they did so, and it is only to be regretted that some strong players were deterred from entering by fear of these formidable names.

The drawing for the first round of the Major Tournament was arranged on the evening of the 23rd April, but that for the Vizayanagaram Tournament was, under its peculiar regulations, a much more difficult process, and taxed the arithmetical skill of Mr. Cubison, who assisted the Honorary Secretary in making the necessary arrangements. Fourteen players were entered to play twice a day, and twelve only in the evening, and the former had the right of priority of play in the evening with the latter class, so that as the number of entries had reduced the contest to a single round, it might be completed by the former class within three weeks. The formidable problem thus created was ingeniously solved by Mr. Cubison's labours, and all arrangements were completed for play to commence on Thursday, the 26th April.

THE TOURNAMENT.

Before noon on Thursday, the 26th April, the Victoria Hall was filled with spectators eager to witness the commencement of the fray. The players in the Major Tournament were placed in the northern portion of the Hall, protected by an inclosure of ropes from the pressure of lookers-on. The competitors in the Vizayanagaram contest were arranged round the Hall. For the Major Tournament clocks had been provided, each pair working on a balance, so that when one player's clock was stopped his opponent's was set in motion automatically. The device was the invention of Mr. Wilson, of Manchester, and answered admirably its intended purpose. In previous Tournaments complaints were often made that a player's clock, either from inattention or design, was not set going immediately that his opponent had made his move. He was constantly recording the game, looking for the paper, lighting a cigar, or absent from the board when his clock ought to have been set in motion, and the result was that the sum of the time occupied by the two players never came up to that really occupied in the game. With the arrangement of the balanced pair of clocks no finessing was possible, and if a player were promenading the

Hall when his clock had been set in motion he paid the penalty of his self-imposed loss of time. As a result, at the close of a game, or at the adjournment, the sum of the time indicated on the clocks of the two players corresponded accurately with that shown on the Hall clock to have been spent on the game. The rigid accuracy of the automatic movement may sometimes have provoked an inattentive player, but the justice of the system was felt and its advantages acknowledged by all the players engaged.

The attendance of the member of the Playing Committee to start the competitors at the fixed hour, to set in motion the clock of any player not present to time, to receive the recorded move at the hour for adjournment, and to record accurately the time spent by each player as shown by their clocks up to that period, added to the regularity of their proceedings, and prevented the possibility of dispute on such matters. It should be stated here that, as was to be anticipated in the case of such practised opponents, with the exception of some reference on the disputed question of an end-game and the 50-move law, the services of the member of the Playing Committee as Umpire in the case of dispute were never called for in the Major Tournament, and with most rare exceptions these important encounters were conducted throughout with courtesy and good-temper.

The interest of the public never flagged, and was increased by the notices in the public Press, which had never before reported with such regularity and correctness the proceedings of a Chess Tournament. The *Standard* and *Morning Post* newspapers were the first to give daily detailed reports, and to publish the most interesting games in their columns. Their example was speedily followed by the *Times* and *Morning Advertiser*, while the evening papers reported regularly the progress of the play. A weekly analysis in the *Field* of every contest of any interest, with sketches of a lighter character descriptive of the play in *Society* and other weekly papers, kept up the public interest, so that the Victoria Hall was well attended with spectators to the very close of the struggle, and the Committee were amply rewarded for their enterprise in securing that noble room for the Tournament, the greater portion of the rent being paid by the receipts from the public. As soon as morning play ceased in the Vizayanagaram Tournament the Director of Play took advantage of the holiday given for the Derby Day to utilise the space thus afforded by erecting platforms with raised rows of seats from which the view of any particular game could be obtained by a large number of spectators without crowding round the ropes, and on the occasion of the second contest between Zukertort and Steinitz the advantage of the new arrangement was clearly exhibited, when upwards of one hundred spectators were enabled to watch every move of the important game in which all their interests were absorbed.

It would be useless and wearisome to go through all the incidents of the struggle. On the opening day, Zukertort, by his brilliant victory over Tchigorin, showed that he was in form, and satisfied his friends that if his health, which had even rendered doubtful his participation in the Tournament, were not to break down, he would take his own part in the struggle for the championship.

The double defeat of his great rival Steinitz early in the contest, through his venturesome adoption of his own opening (in which he had been successful on the first day against Winawer), and refusal to accept the draw, which in that opening can apparently be forced by the defence within ten moves, was

the most notable incident, and added greatly to Zukertort's chances of ultimate success.

At the close of the first round, Zukertort, who had lost only one game, and that by a palpable blunder, to Steinitz, had taken so commanding a lead, amounting to $2\frac{1}{2}$ games, or five points, over Mason, who was then second, that except in the case of an utter collapse, which in his state of health was always possible, the destination of the first prize seemed almost certain. The contest for the second prize would evidently be most close, as Mason stood with a score of $9\frac{1}{2}$; Steinitz and Tchigorin, 9; Blackburne, $8\frac{1}{2}$; and Bird and Winawer, 7 each.

Up to this point Steinitz had certainly not played up to his best form: he was indebted to good fortune for his success over Zukertort. He had been defeated twice by inferior players owing to his adoption of an opening which he had henceforward to discard; he had lost one game to Blackburne by unquestionably weak play, and another to Rosenthal in which, though by no means disgraced, he had certainly been outplayed by his antagonist. Such was, however, the general confidence in his Chess genius and staying power that few doubted that he would secure the second place, or the first one should Zukertort's victorious career be stopped by that unhappy breakdown in his health and nerves of which all his friends were fearful.

It was clear that Mason and Blackburne would have a close struggle for supremacy, and all hoped that Mr. Bird, whose uniform courtesy to all and equanimity alike in victory and defeat had made him a general favourite, would come out with the high honours his chivalrous play deserved.

Early in the second round Mr. Skipworth retired from the contest. He had only entered the Tournament for the pleasure of contending with the great masters, and had shown by his tenacity and general soundness of play that, if outmatched, he was no unworthy antagonist for the best, and that while there is a perceptible difference there is no impassable gulf that separates the highest amateur form from that of the great masters. The labour was, however, too great for him, and his health gave way under the strain. Under his doctor's orders he was compelled to retire after playing two games in the second round, the weakness of which showed how completely he had given way under the mental stress he had undergone. Mr. Sellman was in very bad health when he entered, but he seemed to improve in spirits as his task went on, and though doubtlessly he could not do himself full justice, he struggled manfully on, and was rewarded at the close by winning a game from the champion, which, though not worthy of Zukertort, was certainly admirably played by the victor.

As the second round went on it became clear that Zukertort would maintain his supremacy of the first round, which became almost a certainty when, after eight hours' play, he defeated his most formidable antagonist, Steinitz, on the 7th June, in one of the most scientific games, as played by both parties, throughout the Tournament. In the following week he defeated Winawer and Blackburne, when more than a week before the termination of the Tournament it became impossible for any other competitor to equal his score. He added one more achievement to his scroll of victories by defeating Rosenthal, when the long-dreaded breakdown took place. It was well known to his friends for the last ten days, while he had been completing the roll of the successive victories with which his second round had opened, that he had been compelled to drench himself nightly with a most virulent poison to keep up his failing energies to the mark. But Nature would not submit to any such dictation, and at last the long-

threatened breakdown occurred, fortunately when it was too late to deprive the champion of the Tournament of his well-merited honours. In his game with Captain Mackenzie, having in a defence to the Ruy Lopez obtained an absolute winning position, Zukertort, under the extraordinary hallucination that he had already doubled his Rooks on the Queen's file, went in for what he believed to be an immediately winning combination, which actually resulted in the loss of a Rook and Bishop, and necessitated the instant abandonment of the game.

On the following two days the champion was successively defeated by the two weakest players in the Tournament, and while heartily congratulating them on the satisfaction they must have felt at so unexpected an occurrence, it is impossible to deny that on each occasion Zukertort performed most artistically the Japanese happy despatch, and defeated himself with somewhat of the like pertinacity with which he had previously defeated others. To his friends this was a mortifying culmination of an otherwise magnificent performance, from the merits of which it detracts in no way, as with shattered nerves and temporary Chess-blindness it was the shadow of Zukertort that encountered these defeats.

Until this breakdown Zukertort had achieved a record hitherto unattained in the annals of Chess Tournaments by winning twenty-two games to one defeat, and had shown in the performance that combination of brilliancy, energy, and accuracy which, against such competitors, could alone have attained such a result. His game against Blackburne in the first round is the finest that has been played in the time of the present generation of Chess-players, and proves, if any such proof be wanting, that magnificent combination is superior to that dull Chess strategy which risks no attack and struggles pertinaciously to obtain an extra Pawn on the Queen's side against the end-game. The stratagem is as sound as it is brilliant, and when Zukertort played his R to K 3 he had the whole combination, twelve moves deep, clearly in his mind—a combination not to be surpassed in all the recorded games of the brilliant masters of the past, Morphy and Anderssen. Zukertort enrols himself in the modern school of strategy *versus* combination, but genius will claim its own, and a brilliant Chess gem of this description will always rouse the enthusiasm of the devotees of the game beyond the exhibition of the highest Chess strategy ever witnessed. There was no such perfect specimen in the second round, yet the game against Englisch is singularly brilliant, though marred by a blot towards the finish, and only the most correct judgment could foresee the ultimate reward for the piece apparently sacrificed in that game with so little immediate prospect of a return. The second game with Steinitz is an almost perfect specimen of modern Chess, though the transposition of two of Steinitz's moves would appear to have insured the draw. The pertinacity with which Zukertort would be content with nothing short of victory is especially shown in his second game with Noa, the deciding game with Winawer in the second round, and with Englisch in the first, where by his conduct of the end-game Zukertort routed the critics, who in each case contended that a draw only was possible. Throughout these games it may fairly be said that Zukertort rarely indulged in unnecessary risks (his first game with Mason is certainly an exception), and yet more rarely omitted the opportunity for a brilliant stroke when offered. Above all, he played persistently *to win*, while most of his competitors were content to play for a draw, and only go in for victory through their opponent's blunder. It would have been a melancholy result if such tactics had secured the highest prize.

Steinitz, who secured the second prize, also played resolutely to win throughout the contest, in which, towards the end, his staying power brought him quite back to his old form. In the second round he was again, singularly enough, defeated by Rosenthal and Tchigorin, but the game played by the former is a really brilliant example of the French school of Chess, and if not sound throughout, the play was exceptionally fine and attacking, though the mortification must have been extreme for Steinitz to have an absolutely won game snatched from him in such a manner, especially when it seemed to imperil his chance for the second prize. He rallied from the defeat with characteristic courage, and not losing another game, by his successive victories over Blackburne, Mason, and Mackenzie secured that position by a decisive majority.

The play of Blackburne will be found somewhat deficient in energy; as a general rule he played essentially for safety, and contenting himself generally with safe exchanges in the middle game, played chiefly to obtain the opportunity of showing that skill in the end-game for which he is distinguished. Such tactics are never likely to obtain the highest honours amongst first-class competitors, though they are now becoming too general in Tournament play. His game with Noa in the first round is a fair example of this system. After exchanging most of the pieces, both parties simply shifted about their remaining men, apparently without object, for twenty moves or more, and Noa doubtless expected that the customary draw would ere long be offered or accepted. Blackburne was, however, waiting for a blunder. At last Noa, apparently wearied of inaction, made the false move long looked for, on which Blackburne at once pounced, and very soon obtained the victory. His first game with Steinitz is certainly an example of successful attack, but, as has been already remarked, it was won through a rare instance of really weak play by that great master. I think that the final game with Bird in the second round is the best example of Blackburne's skill which this Tournament affords. Through the inherent weakness of the opening adopted by his antagonist he obtained an unquestionable advantage, which he pressed home to the finish with undeniable energy and ingenious resource.

Tchigorin, the winner of the fourth prize, ought to have a great Chess future before him. He has not yet the experience of Zukertort and Steinitz, but he possesses that energy which is requisite to make a great master, and throughout the Tournament he played persistently to win and not to draw his games, and happily obtained his deserved reward.

Englisch, Mason, Mackenzie, and Winawer adopted the approved tactics of modern Tournament play. These players, with Blackburne and Rosenthal, made an extraordinary number of drawn games, among which will be found many where the force and position are certainly equal, but where a player determined to win would regard the contest as about to commence in earnest. The natural desire of men engaged daily in a mental struggle to get some rest is the only excuse that can be offered for this practice, which can be compared only to two men standing up to fight determined not to hit one another. Englisch, Mason, and Mackenzie tied for the fifth, sixth, and seventh prizes, and if the Committee, in accordance with the programme, had compelled them to play off the tie in a pool they would probably have gone on drawing games against one another to all eternity. Mason's best game in the Tournament is his first against Zukertort, where, strange to say, he refused more than one opportunity of drawing the game. Englisch's best games, I think, are his victories over Steinitz in the first round, where he

showed the unsoundness of that master's previously favourite opening, and his defeat of Tchigorin in a Sicilian opening, which is a model of correct and forcible play. His pertinacious resistance in all his games with Zukertort proves the truth of the assertion that he is very hard to beat. Mackenzie's game with Mason in the second round is a favourable specimen of that master's quiet and correct play.

The play of Rosenthal, who only secured the Consolation Prize offered by Baron Kolisch, is of a most inconsistent order, characterised as it was by singular energy at times, and the most supreme lassitude; the highest strength and inexplicable weakness. Probably he suffered more than any competitor, except Winawer, from the operation of Rule VIII. regarding drawn games, for he was always in arrears, and never obtained that rest from the strain of daily battle which his feeble physique required. The four games which he contested with Steinitz are alone sufficient to sustain the reputation of the Paris champion, and the first game of the first round with Winawer is in itself an example how well and how badly he could play. To a certain point there is hardly a better-played game in the Tournament, when there occur oversights that would be astounding in a *mazette*. For his last game in the second round with Steinitz he deservedly carried off the prize for the most brilliant game in this round, offered by Howard Taylor, Esq., and this distinction will be peculiarly agreeable to the members of the Paris Cercle, where Rosenthal is acknowledged to be their leading master.

Regarding the prize in question it should be stated that the adjudication was left by the donor in the hands of the Earl of Dartrey, and at his request I laid before our President half-a-dozen games played in that round which appeared to me most worthy of the honour. The games I placed before his lordship for adjudication were—1. The final game between Rosenthal and Steinitz; 2. Steinitz against Winawer; 3. Zukertort against Englisch; 4. Mackenzie against Mason; 5. Sellman against Zukertort; and at Mr. Mortimer's request his game against Zukertort was also brought into the competition. The prize, it must be remembered, was not for the best played but for the most brilliant game in the round, and after two days' consideration Lord Dartrey awarded it to the game won by Rosenthal of Steinitz. As Chess brilliancy is almost synonymous with sacrifice, the play in this game, commencing with the 40th move, is an unquestionable example of brilliancy of the highest order.

After Rosenthal, I should say that Winawer suffered most from Rule VIII., requiring draws to be played over again, not from physical weakness as in Rosenthal's case, but from his style of play, which, like Englisch's, is essentially of a drawing character, and, like Blackburne's, looks especially to mastery in the end-game. In the present Tournament he certainly disappointed expectation, but the finish of his game with Englisch in the first round is of the highest order of Chess, and worthy of the reputation of the master who tied with Zukertort in Paris and Steinitz in Vienna. It is impossible to approve of his manner of conducting his openings. In opposition to the practice of all the other masters he seeks for opportunities to change off his Bishops for his opponent's Knights, and though with a single Knight he will sometimes achieve an unexpected victory, as in his final game with Bird, the general result is a dull game and the inevitable draw.

Mr. Bird is the only other leading master who on this occasion failed to obtain a prize, which is the more unfortunate, as, like Zukertort, Steinitz,

and Tchigorin, he is a bold, energetic player, and played resolutely to win throughout the Tournament. His game against Zukertort in the second round is a fine specimen of the skill of both, and but for one hurried move the combination in which Bird sacrificed the exchange should have at least secured the draw against the best play. Such a draw would have been the most fitting termination to such a game, when both players had played resolutely to win throughout, and were foiled by their opponent's strenuous resistance. The only kind of draw against which I venture to raise my voice is one for which both players are aiming as their proudest achievement from the very commencement of the game.

Mr. Bird, as is known to all, has peculiar ideas on the openings; he believes in a form of the Giuoco for the attack which is in fact the same opening as the Evans refused, supposed by all other masters to be favourable for the defence. He certainly won a fine game at this opening from Rosenthal, and in his hands exceptional attacks and defences often turn out successful. He believes in the validity of P to K B 4 in the close opening, which is rejected by both Steinitz and Zukertort as the worst form of the close game. I attribute his want of success in the present Tournament chiefly to what I consider vagaries of this description, but for which he would more likely have come out third than tenth. When, however, all the masters engaged, after the two leaders, show such singular equality of strength, any one of them might be third to-day and tenth in another like contest, and when such equality exists it is likely enough that cautious play, and a careful avoidance of defeat rather than a struggle for victory, may secure the advantage.

The remaining competitors in the Major Tournament were strong amateurs who joined in it for the pleasure of contending with masters, rather than with any hope of carrying off a prize. Of these Dr. Noa was unquestionably the strongest, and his victory over Tchigorin, after losing the exchange, was a specimen of fine Chess of which any master in the Tournament might have been proud.

The official score is given on the opposite page.

It remains only to add the table of calculations, under which the Lowenthal Consolation Prize was divided amongst the unsuccessful competitors:—

		Marks.	£	s.
Bird . . .	17, 14, 16, 6, 15, 13, 6, 16 . . .	= 103	— 11	15
Mortimer . .	3, 16, 22 . . .	= 41	— 4	15
Noa . . .	24, 7½, 6, 15, 6½, 3, 16, 13 . . .	= 91	— 10	5
Sellman . .	7½, 6, 9½, 15, 3, 22 . . .	= 63	— 7	5
Skipworth .	3, 9½, 6½ . . .	= 19	— 2	0
Winawer . .	12, 8½, 13½, 15½, 15½, 6, 9½, 7½, 13, 6, 16	= 123	— 14	0
			£50	0

The analytical results of the Tournament are of no great importance. The utter unsoundness of the Steinitz Gambit for match-play was proved, at all events, by the confession of the inventor, who after two defeats in endeavouring to avoid the draw, did not again venture on his favourite opening. No other experiments were tried. Zukertort by his practice showed his belief that the defence has beaten the attack in all open games, by always as second player playing P to K 4 in reply to P to K 4, except the Sicilian, which he played, and unnecessarily lost to Sellman. As first player

FINAL SCORE OF THE TWO ROUNDS IN THE ORDER OF MERIT.

1 won. 0 lost. d 1st or 2nd draw. f = 3rd draw.	Zukertort.	Stahlitz.	Blackburne.	Tchigorin.	Engelisch.	Mackenzie.	Mason.	Rosenthal.	Winner.	Bird.	Noa.	Sellman.	Mortimer.	Skipworth.	1st Round.	2nd Round.	Grand Total.	Prize.
J. H. Zukertort .	—	01	d11	1d1	pp11	1p0	11	11	d1d1	11	11	10	10	11	12	10	22	First.
W. Steinitz .	10	—	10	00	0d1	11	1d1	d0d0	11	11	1d1	11	1d1	11	9	10	19	Second.
J. H. Blackburne .	d00	10	—	01	1p0	d00	1d1	d1d	dd1d	0d1	11	d11	11	11	8 ^f	8	16 ^f	Third.
M. Tchigorin .	0d0	11	10	—	0d1	11	d010	d1	10	10	d10	1d1	10	11	9	7	16	Fourth.
B. Englisch .	dd00	1dd0	0d1	1d0	—	dd1d	dd00	dd1d	01	d01	11	d11	11	11	7	8 ^f	15 ^f	Fifth.
Geo. H. Mackenzie .	0d1	00	d11	00	dd1d	—	0d1	d0d1	01	0d1	1d1	dd1d	d11	11	5	10 ^f	15 ^f	Sixth.
Jas. Mason .	00	0d0	0d0	d10	d11	1d0	—	d10	d10	11	dd1d	1d1	d11	11	9 ^f	6	15 ^f	Seventh.
S. Rosenthal .	00	d1d1	d0d	1dd0	dd1d	d1	d0	d01	dd1d	d10	01	d01	11	d11	7	7	14	Special.
S. Winner .	dd00	00	dd1dd0	01	10	10	d01	dd1d	—	d01	dd10	1d1	11	11	7	6	13	
H. E. Bird .	00	00	1d0	01	d10	1d0	00	d01	d10	—	00	11	d11	d11	7	5	12	
Dr. Noa .	00	0d0	0d0	d01	00	0d0	dd10	10	dd1d	11	—	01	11	01	3 ^f	6	9 ^f	
A. Sellman .	01	00	d00	0d0	d00	dd1d	dd00	d10	0d0	00	10	—	11	01	3 ^f	3	6 ^f	
J. Mortimer .	01	0d0	00	01	00	d00	d00	00	00	d00	00	00	—	01	0	3	3	
Rev. A. B. Skipworth	00	00	00	00	00	00	00	d00	00	d00	10	10	10	—	3	0	3	

he generally adopted some form of the close game, either 1 Kt to K B 3, 1 P to K 3, 1 P to Q 4, or 1 P to Q B 4, but never 1 P to K B 4. It was not through fear of the French Game that he avoided 1 P to K 4 when first player, but evidently from his belief in the superiority of the defence in all royal openings. He certainly adopted the Four Knights' opening in his first game with Steinitz, doubtless from his confidence that that master would play his own defence of P to K Kt 3, which Zukertort believed to be weak, and against which he certainly secured a decided superiority.

Steinitz, both as first and second player, played P to K 4 throughout, unless his opponent as first player had forced on him a close game. When beaten out of his own opening he adopted the Two Knights' or the Ruy Lopez. He never refused any opening his opponent might offer.

Blackburne, as first player, moved generally P to K 4, and if possible played his favourite Giuoco, and more rarely the Scotch Gambit. As second player he always adopted the French Game in reply to P to K 4. Mason, Winawer, and Noa also regularly played this dull opening, the frequent repetition of which in the Tournament games will be found sadly monotonous. The almost equally dull Ruy Lopez was chosen as the next favourite opening. The masters, in fact, avoided book openings against each other; they had too profound a respect for each other's knowledge of the latest theory to risk falling into any variation where patient analysis might have discovered an irresistible way to victory. Tchigorin played a King's Gambit once against Sellman, the Evans against Steinitz, Mortimer, and Zukertort; the two former accepted the opening, and lost; Zukertort, who is more profoundly acquainted with the opening than any living master, played to the score, and having the leading place at the time, refused the Gambit by retiring the B to Kt 3, which is known to insure a slight advantage in position. Bird also played an Evans against Steinitz, and lost; Zukertort finally played it with a like result against Mortimer, having, as his analysis shows, the opportunity of winning for several moves in succession. It would appear, therefore, that Zukertort believes that the Evans, when accepted, gives an advantage to the opening player, and an advantage to the defence when refused; and on this ground he only offered it to the weakest player in the Tournament, despite his complete mastery of all its intricacies.

With the exception possibly of a more complete study of the close game, as played by the first player, the theory of the game will be advanced but little by this Tournament; Steinitz believes thoroughly in his own continuation of P to K 5 against the French Defence, and though he won a game at this opening against Blackburne, there was nothing conclusive as to the merits of the opening, as the victory was won in the middle game from a position of perfect equality.

The score of the Vizayanagaram Tournament is given on the opposite page.

The first prize was carried off by Herr Von Bardeleben, a distinguished amateur of Berlin, who only lost one game throughout the contest to Mr. Gattie, and that when his position as holder of the first prize was already secured. This, against so many strong competitors, was an excellent performance, and his play throughout was vigorous and accurate. Mr. Fisher, a well-known English provincial player, ran a very close second, the result of cautious, careful play, and well represented the players of the Counties Chess Association, at whose meetings he is a regular competitor. In many of his games Mr. MacDonnell played with his well-known strength, and his victories over Messrs. Gunsberg and Piper were fine specimens of Chess, and

OFFICIAL SCORE OF THE VIZAYANAGARAM TOURNAMENT.

	Bardeleben.	Benima.	Dudley.	Ensor.	Fisher.	Febvret.	Gattie.	Gunsberg.	Gossip.	Hunter.	Lambert.	Lee.	Lindsay.	Lord.	MacDonnell.	Minchin.	Mundell.	Newham.	Pilkington.	Tyler.	Puller.	Rabson.	Rauken.	Vanaitart.	Vyse.	West.	Total.
Bardeleben	21½
Benima	10½
Dudley	11
Ensor	20½
Fisher	8
Febvret	14½
Gattie	19
Gunsberg	17½
Gossip	14½
Hunter	16½
Lambert	15½
Lee	12
Lindsay	14½
Lord	19½
MacDonnell	12
Minchin	15
Mundell	7
Newham	14
Pilkington	16
Piper	4
Puller	6
Rabson	17½
Rauken	10½
Vanaitart	11½
Vyse	7
West	

1 = won.
0 = lost.
½ = draw.

quite worthy of his reputation. Messrs. Ranken, Lord, and some others did not play throughout so well as might have been expected from them, but on the whole the play in this Tournament was good, and several of the younger players, notably Messrs. Lambert, Lee, Piper, Gattie, and Vansittart of Rome, showed in many of their games a Chess power which affords much promise for the future of English amateur strength.

THE BANQUET.

It had been determined by the Committee that the Banquet in connection with the Tournament should be held before the conclusion of the first round, and on the 19th May about seventy gentlemen sat down to dinner at the Criterion, under the presidency of the Earl of Dartrey, in the absence of the Duke of Albany, whose engagements unfortunately precluded his attendance. The accompanying *menu* and toast-list describes the fare and the programme on this occasion, when all the players who took part in the Major Tournament were present as guests of the Committee.

MENU.

<i>Wines.</i>	<i>Hors-d'œuvres.</i>
Manzanilla.	<i>Potages.</i>
	Consommé aux Laitues Farcies. Crème d'Asperges.
Hockheimer.	<i>Poissons.</i>
	Saumon, Sauces Gênoise et Hollandaise.
Chablis.	Côtelettes d'Homard, Sauce Riche.
	<i>Entrées.</i>
Pommery and Greno.	Ris de Veau à la Printanier.
	Noisettes de Mouton à la Chasseur. Pommes Nouvelles.
	<i>Relié.</i>
Ruinart Père et Fils, 1874.	Filet Piqué à la Portugaise.
	<i>Rôti.</i>
Margaux.	Poulet de Grains. Caneton.
	Pommes Paille. Salade Française.
	<i>Légums.</i>
	Asperges, Sauce au Beurre.
<i>Desert Wines.</i>	<i>Entremets.</i>
Amontillado.	Pêches Farcies aux Macarons.
Old Port.	Gelée aux Fraises. Petits Fours.
Château Pomys, 1870.	Ice Pudding.
	Dessert. Coffee.

TOASTS.

"The Queen."

"The Royal Family and Duke of Albany."

"The Continental Competitors in the Major Tournament."

"The American Competitors."

"The English Competitors."

"The Players in the Vizayanagaram Tournament."

"The Managing Committee and Mr. Lewis."

"The Honorary Secretary."

"The Director of Play."

"The Daily Press."

"The President."

When the cloth was removed, the noble CHAIRMAN, after giving the toast of "The Queen," in proposing that of "The Royal Family," alluded specially to the Duke of Albany, the interest displayed by him in the Tournament, and the regret felt by all at his inability to preside over them that evening.

In proposing "The Health of the Continental Competitors" he spoke as follows:—

"Gentlemen,—Before announcing the next toast I must take this opportunity of congratulating you on the success which has attended the opening and progress of the Tournament, for it is indeed a great success, whether we consider the numbers who have attended it, the distinguished character of the players who have taken the field, or the amount of the prize-list. I suppose in the annals of the Chess world there never was a more attractive programme put forward, and to enable this to be done we were much indebted to the liberality, not only of the Chess-playing community of the United Kingdom, but also of more distant parts of the Empire. India in particular has come forward most nobly, and some magnificent contributions from Indian Princes—I may especially name the Maharaja of Travancore and the Rajah of Vizayanagaram—deserve our most honourable notice. The keen interest taken by the public in the Chess Tournament, as manifested in the large number of spectators who have daily crowded our Hall, must be to all Chess-players a source of great satisfaction, but more especially to the masters themselves, as no more flattering tribute could be paid to their skill than the anxiety of outsiders to witness their close contests and derive instruction from them, and as an old Chess-player I have much pleasure in bearing testimony myself to the great profit as well as pleasure to be derived from a study of the games already played. And now, gentlemen, with regard to the toast which I have the honour next to submit to you I may remark that one of the most pleasing results of these gatherings of the Chess world is that we have an opportunity of making the acquaintance of so many foreign Chess-players, and of interchanging ideas with them, no doubt with mutual advantage, and I sincerely hope that our foreign friends have derived as

much pleasure and satisfaction from their visit to London as we have in welcoming them here. The toast comprises the Continental players.

"M. Rosenthal is an old friend of ours. This is by no means his first visit to London, and we are delighted to see him back again, and I have no doubt he will make a gallant struggle for the honour of France and the well-known Cercle des Échecs. The other gentlemen are not so well known in this country, but we hope soon to be better acquainted with them.

"Poland has sent us Herr Winawer, whose great reputation has preceded him; and the Austro-Hungarian Empire is well represented by two such distinguished players as Dr. Noa and Herr Englisch. Last, but not least, comes M. Tchigorin, and if I may venture to augur from the commencement of the play he will not return home without having made his mark at the Tournament, and he will certainly have greatly contributed to spread the fame of Russian Chess-players throughout the world."

To this toast M. ROSENTHAL spoke, in reply, in the French language, and feelingly expressed his gratitude for the warmth of his welcome in English Chess circles, his respect for which had determined him to take a part in the London Tournament as soon as it was announced.

Mr. DUFFY, in proposing the health of the American competitors, Messrs. Mackenzie, Mason, and Sellman, said that every Englishman would honour the representatives of a country which had given Morphy to the Chess world.

Captain MACKENZIE, in reply, alluded to the fact that neither Mr. Mason nor himself were born Americans, while Mr. Mortimer was so, and he called on him consequently to relieve him of a task for which he felt himself least fitted.

Mr. MORTIMER humorously acknowledged that he was a true-born Yankee, while two of the Chess American representatives were Scotch and Irish. He regretted his want of success so far, but he promised the audience that he would not think of retiring, would fight it out to the bitter end, and he hoped he would yet make up a game or two before the close of the second round.

Colonel STERLING proposed the health of the English Competitors in the Tournament, Messrs. Blackburne, Bird, Mortimer, Skipworth, Steinitz, and Zukertort. He said that such a list of names showed the wonderful receptive power of Old England, who claimed as her representatives leading champions from such distant regions, including America, Austria, and Prussia, who were now naturalised British subjects. They were champions alike of Old England and the world. After briefly alluding to the feats of each, and the previous successes of Steinitz at Vienna, Zukertort at Paris, and Blackburne at Berlin, he called on the company to do special honour to the veteran Mr. Bird, whom he regarded as the Murat of Chess, and on whom he had been directed to call for a reply on behalf of himself and his companions.

Mr. BIRD, in reply, spoke as follows:—

"My Lord, Colonel Sterling, and Gentlemen,—It appears superfluous for me to say how deeply I feel the honour of being called upon to respond to the toast of the English, or British-born, Chess-players.

"In returning thanks first for my colleagues, I am sure that I shall but feebly express their sentiments when I say that nothing can exceed their grateful appreciation of the support given to Chess and Chess-players by

the originators and subscribers to the great Tournament now pending, and on so many previous occasions.

"The impetus given to Chess already is seen to be of the most remarkable character. Whilst studying the convenience and comfort of the players to the utmost, our Director of Play, Mr. Rosenbaum, has not been unmindful of the business aspect of the affair. Through his ability and tact, as well as his liberal and good management, an amount of attention has been attracted to the Tournament never accorded to any previous event, in fact, quite unprecedented; and I am sure that all my brother Chess admirers and players will with alacrity join in their warmest and most grateful acknowledgments. In considering the origination, promotion, and very successful carrying out of this great Congress, one naturally reverts with heartfelt thanks to those gentlemen whose efforts at the outset so greatly contributed to the grand result attained—viz., Mr. Minchin and Mr. Steel. We all owe a debt of gratitude also to Mr. F. H. Lewis and Mr. Cubison for their liberal support and judicious management of the arrangements, admitted by all to be so eminently satisfactory. We Chess-players do not form the most harmonious or tractable body in the world, so the kind counsels and guidance of the gentlemen named have been extremely valuable to us. There are many other gentlemen on the Committee, notably some members of the St. George's Chess Club, who are well known for their readiness on all occasions to give their time and material aid to the cause of Chess, and who do it so entirely for love of the game and desire to advance its interests that I should fear to offend by even mentioning their names.

"For my humble self, as an old player, I feel most sincerely the kind and flattering manner in which Colonel Sterling referred to me and my style of play. I took part in the London Tournament of 1851, and have for nearly forty years participated in contests with the greatest players. I have played with even success against Anderssen, Harrwitz, Kieseritzky, Lowenthal, and Szen, and since the lamented death of Mr. Boden, I am the only English survivor of the last generation of players. My enthusiasm for the game is still as great as ever, and if I am not quite so successful in Tournaments as many would like me to be, it may be recollected that I play at a time limit and under circumstances in these competitions not so favourable to me as the conditions which govern ordinary Chess play. The presence of Baron Kolisch among us this evening must be most gratifying. To all (including myself) who have visited Tournaments abroad it certainly will be especially so. We vividly recollect his unbounded liberality in the support of Chess, and his princely hospitality to us all at Vienna in 1873, Paris in 1878, Vienna in 1882, and on other occasions too numerous to mention.

"His Lordship's extraordinary courtesy and indulgence at all times in presiding over us inspires such confidence that we may be tempted at times to exceed convenient limits. I will not, however, trespass further on your patience beyond observing that the marvellous spread in the taste for Chess must be very gratifying to us all; it is becoming more and more a favourite amusement with the humbler classes, and to them it is highly beneficial on many grounds.

"Those who are recognised as masters in Chess are very limited in number. By harmonious combination they may still further popularise Chess and benefit the whole community, particularly themselves: their true policy is to pull together for the general good. It remains to be seen whether we are all sufficiently wise to make the utmost of the golden opportunities afforded us through the enterprise and liberality of the

projectors and supporters of the London International Chess Tournament of 1883. I beg again to thank you most sincerely for the honour done to my colleagues and myself."

The Rev. W. WAYTE then proposed the toast of "The Players in the Vizayanagaram Tournament." He said that this Tourney had been brought into the world under difficulties, and had thriven in spite of, perhaps like a hardy plant all the more because of, the rough treatment it experienced when young. It had been objected to as standing in the way of the Major Tournament and dividing the public interest, which ought to be concentrated on that alone. It was now abundantly clear that there was room for both, and the Minor Tournament stood forth as an acknowledged success. So far from giving any cause for jealousy to the competitors in the other Tournament, it had been useful to them by keeping down their numbers within manageable limits. It had proved by what slight shades of difference the various grades of players were separated from one another. There were players in each whose natural place might have been expected beforehand to be in the other Tournament. They had not by any means always lost in the one case, or always won in the other. For this was another point that the Minor Tournament had proved: the glorious uncertainty of Chess might almost be compared to the proverbial uncertainty of cricket. They had seen Goliaths of Chess descend into the arena, the heroes of many first-class Chess encounters, arrayed in the panoply of "Mars," and they had seen some obscure youth, whom the giant had never dreamt of as a dangerous rival, quietly drop a pebble into his forehead and very seriously damage his chance of the first prize. With this toast he had great pleasure in coupling the name of Mr. MacDonnell, an acknowledged Chess master, who had won distinction in contests with the greatest players, and whose writings were known to them all. Mr. MacDonnell had been at first among the unfavourable critics of the Vizayanagaram Tournament, but he had been converted to a belief in it, he now warmly supported it, and finally he had entered for it himself. No one could have been selected more appropriately than Mr. MacDonnell to respond to this toast, for he was a master of after-dinner oratory, who never failed to add to the enjoyment of his hearers.

The Rev. G. A. MacDONNELL, in reply, said that it was a Nemesis for him to have to reply to that toast on that occasion, for he had at one time opposed the design of this Tournament, had seen the error of his ways, and entered for it, had been objected to, he believed, as being too good for the contest, and had positively been beaten. Much as he objected to the system of making excuses for defeat, he had an excellent excuse on this occasion, for he had been beaten through his kindness of heart and too great generosity. In watching the countenances of those engaged he could see by the length of their features the agonies occasioned by various grades of loss, from petty annoyance when a Pawn was stolen, through gradations at the loss of Knight or Rook, to the utter despair raised by the loss of Queen, or unexpected mate. He could not find it in himself to increase such harrowing sufferings, and he had, therefore, resolutely elected to be beaten. In the name of all the players engaged he begged, however, to express his warmest thanks to the generous donor who had given the prizes for this Tournament, the Maharaja of Vizayanagaram.

The Rev. A. B. SKIPWORTH proposed the toast of "The Managing Committee, and Mr Lewis, their Chairman," in the following terms:—

"My Lord and Gentlemen,—I must ask you to allow me a moment or two for a brief personal preface to the toast placed in my hands. Decorated as I am at the present time with the rosette of the Master Tournament, my position, I feel, requires some apology or explanation. Described as I have been (and rightly in a great measure) in one of the daily papers as living in a country district where Chess is not cultivated, and consequently seldom doing battle over the Chessboard, it might seem to some a matter of presumption my having ventured to enter the International Tournament along with the champions of the world. It was, however, I beg to say, with no foolish idea of carrying off the highest honours of the Tournament in which I had become a competitor, but merely that I might purchase experience in the very best school. It may be true I had an eye to a consolation prize, or even a hankering after one of the lowest score prizes, but I scarcely think that such ambition would be open to censure. I would, moreover, go a step further and say I cannot but feel that I have already obtained a prize, and without depriving any one else of one—the prize I mean is the *lasting* satisfaction afforded me in having played and won some good games in the Tournament. I use the word 'good' because I would not be in any way uncomplimentary to the masters in considering that any game won from them could be scored otherwise than by good play! I pass on now to the toast which has been placed in my hands—that of 'The Managing Committee of the London International Tournament.' The task would seem to be an easy one, for every arrangement has been, without exaggeration, a great success. Not unfrequently, when an organisation is near perfection, people are apt to think that there had been no difficulties connected with the work. It is, however, the very perfection of the Committee's work which tells us of their difficulties and responsibilities. It could, for instance, have been no easy matter for the Committee to arrive at conclusions among themselves. When men of ability and zeal met together for the carrying out the great work of a grand Tournament it is certain that individual minds would run on different lines, and reconciliation of ideas could not readily be effected. Presently, however, all this was a *fait accompli*, and with the grandest results. I cannot say a word too much in favour of the gentlemen forming the Committee, who laboured so zealously in the cause of Chess, and for the benefit of Chess-players generally rather than for themselves individually. True, indeed, with regard to *their* case are the words of the poet:—

" 'The seed they sow others reap,
The wealth they find others keep.' "

Still they are not without some reward—the hearty thanks of Chess-players throughout the world! And it must be gratifying to them to learn that the interest which this Tournament has created has permeated the *villages* of our land. I live myself in a rather remote village in Mid-Lincolnshire, and I know it to be a fact that the daily scores in this Tournament are most eagerly anticipated. I hope the outcome in my own and many villages may be the establishing of village Chess Clubs. Let us join, as is deserved, in rendering our best thanks to the Committee for their great work—let us drink to their health and happiness, and with all the honours."

Mr. LEWIS replied as follows:—

"My Lord and Gentlemen,—The laudatory language in which Mr. Skipworth has proposed this toast, and the gracious manner in which this

assembly has received it, must be of the highest satisfaction to the governing body of this Tournament. I hope I may be permitted to say of my colleagues that each has vied with the other in honourable rivalry as to who best and most should promote the interests of the Tournament.

"Our labours have been, however, materially lightened by the sympathetic co-operation of our noble Chairman, the advantage of whose personal presence we frequently had at our meetings, and to whose combined intelligence and impartiality in any temporary difficulty we had always the privilege to appeal. The sole aim of the Committee has been to make this Tournament a model for all time, and I think you will agree with me that, whether you consider the amount of the subscriptions, the number and value of the prizes, the eminent players who have done us the honour to compete, or the order and quality of the play, the aim of the Committee has not fallen short of the mark. The Committee resolved, after much discussion, to treat drawn games upon an exceptional footing. In the interests of the purity of Chess a drawn game no longer scores a half to each player. This latter event does not arise until the players have drawn three consecutive games. The effect of this is that two drawn games are dead games, subject only to an analytical *post-mortem*, and relegated to an inquest to be held by some coroner of the Chess Press.

"The Committee initiated, also, the member of the Playing Committee, whose duty it is to decide, with autocratic authority, all disputed questions of fact. One of the most gratifying features of the Master Tournament has been that the position of these officers has been a sinecure. The good temper in which the various contests have been conducted is an admirable example of the spirit in which competitive Chess should be played, and I am proud to say, in honourable testimony of the nobility of feeling exhibited in this Tournament, that frequently the first congratulations have been offered to the winner by the vanquished combatant.

"My Lord, the pean of victory has not yet sounded, the laurel remains in abeyance, and the material rewards are as yet undistributed, but I trust that when the time shall have arrived at which the various players reap the rewards of their skill and labour the Managing Committee will not in any way have forfeited the good opinion which has been expressed of them this evening."

Dr. ZUKERTORT said that no task could have been allotted to him by their noble Chairman that could have given him more pleasure than to propose the health of their Hon. Secretary, to whose long-continued exertions the success of the Tournament in every way was so greatly due. Wherever organisation was wanted, they could look nowhere more appropriately than to the great Indian Services who were specially trained for public work, and Mr. Minchin, by his long connection with the Indian Civil Service and his present position as Hon. Sec. of the St. George's Chess Club, combined all the qualifications necessary for his onerous duties. Two little traits had particularly impressed him with Mr. Minchin's fitness for his post. In the first place he had provided himself with an alphabetically-marked portfolio, in which he kept all his correspondence, and so at any moment could lay his hands on any paper he required; in the second, when he had once required a stamp to post a letter, Mr. Minchin told him he could only supply him on condition that the stamp was replaced—a condition which he had faithfully carried out. He called on the company to drink to the health of the Hon. Secretary with the same enthusiasm with which he proposed the toast.

Mr. MINCHIN replied as follows:—

“Lord Dartrey and Gentlemen,—I have to thank you sincerely for the kind way in which you have received the toast which was brought before you so complementarily by Dr. Zukertort, whom I am proud to call my friend. He has been pleased to attribute much of our success to my efforts, but no efforts of mine could have attained the end we have achieved had it not been for the support of my friends. I should deserve the charge of black ingratitude if foremost amongst them I were not to acknowledge here the liberality of my fellow-playmates of the St. George's Club, who rallied round me from the first when I undertook the charge of organising this International Tournament, and who by their unprecedented liberality made it the assured success which we now see realised. After them my gratitude is due to my Indian friends for their munificent donations. It is now thirteen years since I left the Indian Service, where the last post I held was that of Resident at the Court of Travancore. I had then the pleasure of making the acquaintance of H.H. Rama Varma, at that time heir to the throne, and who has since succeeded as Maharaja to the sovran, who was one of the dearest friends I made during my Indian service. H.H. Rama Varma, in answer to my application, forwarded us a munificent donation, and I can assure you, who know him as one of the most intellectual, highly-educated, and public-spirited independent princes in our Eastern Empire, that it is an honour to Chess to have him as its patron. The Maharaja of Vizayanagaram, who was a lad when I was in India, and remembers me chiefly as his father's friend, is a leading nobleman, and the largest landed proprietor in Southern India. When he sent me £200 for the purposes of this Tournament, and placed that sum entirely at my disposal, I felt that this princely donor deserved to have a Tournament of his own, and though the course I adopted was at the time disapproved in many quarters, the success that has attended the Vizayanagaram Tournament has, I think, proved to all that in endeavouring to do special honour to my friend I have done no harm to the cause of Chess. Besides these princely donations in Southern India, my friend Mr. Steel opened a subscription in Calcutta, which was generously responded to from the Viceroy downwards through all ranks of Indian society, and the result has been that India has supplied £500, or nearly one-third of the total subscription to our funds. The movement, therefore, has been not only national but truly Imperial. The Colonies of Australia have sent us substantial assistance, and in the United Kingdom we have received a distinctly national support. Had the movement been confined to the two leading Chess Clubs of London—I was going to say of the world—I mean the St. George's and the City of London, who throughout have worked hand-in-hand—the movement could not have been called a national one, but we have been supported zealously by our provincial brethren. The Chess Clubs of Clifton, Liverpool, and Glasgow have been amongst the foremost in their help, but from small Clubs of working men I have received guineas, made up of shilling subscriptions, which have given me as much pleasure as the most munificent subscriptions of wealthy men. I say with truth that the movement has been a national one. From the Duke of Albany on the steps of the Throne, from peers like our noble President, through all classes of the Chess-playing community, down to the working men, the little rills have flowed together and made that affluent fund from which the prizes in this Tournament are offered. And let no one say that I am laying too much stress on the money part of our success. The masters of Chess are engaged in a hard pursuit which brings but little reward. It is only on such occasions as these that some, and that a most

inadequate, compensation can be offered to them for the genius, the labour, and the study of a life. I am glad that on this occasion the rewards to be obtained are more worthy of acceptance than have generally been offered. And remember that they are contending for no mere sordid prize: an object worthy of their highest ambition is offered to them, for the winner in this contest will, until he is ousted from that position, be the acknowledged sovran of the world of Chess. Gentlemen, it has been often said that the contests of the old Greeks were purer than ours, and that they struggled for fame alone. This is not exactly true, and we have details of the old Olympic games which show that our modern Chess contests may be not unfavourably compared with them. We know that six statues of Zeus were erected at Olympia out of the fines imposed on competitors for unfair proceedings. It is true that they contested there for a crown of oleaster, worthless in itself, but the possession brought such advantages that it was sought too often by unfair methods, and such methods when detected brought on the culprit no nominal punishment, but fines that in their amount would afford a modern Chess-player a competence for life. Amongst other incidents of Olympic disgrace one Pankratiast has been handed down to eternal infamy as a coward for running away on the eve of the contest after entering the lists. We have no such instance; all our Pankratiasts have come forward boldly, though there is amongst them one who had a fair excuse for declining the fray—I allude to Mr. Sellman, one of our American competitors, who came to me before the Tournament began, with illness stamped upon his face, and told me he feared he could not go through the ordeal. I strongly advised him to retire before the contest opened, rather than to enter and abandon it. He said his friends at Baltimore would be so disappointed if he did not carry out the contest for which he had come to England. He took medical advice, and entered, and I have watched him with interest throughout the struggle, and have been delighted to see how he has gathered heart, and health, and spirit in the stress and turmoil of the fray. I have one other incident from Olympic history which may interest you. The stewards who presided over the games—they were called the Hellanodikai—were citizens of Elis, and on one occasion they gave the first prize to a fellow-citizen who had come in second, passing over an Ambrakiote who was first. He appealed to the Senate of Elis, who reversed the unjust decision, and condemned the Hellanodikai to erect a bronze statue of the athlete they had wronged, and dedicate it to the Zeus of Justice and Hospitality. Gentlemen, if our Hellanodikai—we call them members of the Playing Committee—were to commit such a patriotic injustice I trust that the victim of their crime may be the gallant representative of American Chess, for I am sure you will agree with me that Captain Mackenzie's handsome face and stalwart form would be, what our statues rarely are, an ornament to our public ways.

"I fear that I have kept you too long, and I will only in conclusion say that it will be a matter of lifelong pride to me to have been connected with an event which will always form an epoch in the history of Chess."

Mr. Lewis then rose and said that there was one toast, not entered on the official list, which he had obtained the permission of their noble Chairman to propose, and called on them to drink the health of their distinguished visitor, the Baron Kolisch, himself a famous master in former times, to whose exertions the success of the last meeting at Vienna was mainly due, and who, with his usual liberality, had presented them with a Consolation Prize on the present occasion. Baron Kolisch was well known to many of

them from his former visits, and he called on all present to show that he was not forgotten.

The Baron KOLISCH, in reply, referred to the pleasure which his old visits to the London Chess circle had afforded him, and the friends he had made, who were then giants in the land—Staunton, Buckle, Boden, and Lowenthal—great names that would live for ever in the history of Chess, and whom he was proud to have made his friends. He had come to London to witness the present Tournament, in which he took the deepest interest, and was delighted with its success.

Mr. MINCHIN, in proposing the health of "The Director of Play," stated that if there was one person to whom they all owed a deep debt of gratitude, it was Mr. Rosenbaum for the exertions he had taken in carrying out all the arrangements connected with the play in that Hall. He had given up all other valuable engagements, and was prepared to devote himself for two months to the sole interests of the Tournament, working without stint by night and day for the pure love of Chess, and with the determination to make this meeting the most perfect in all its details that had been ever held. He regarded the competitors in the Tournament as under his special care, and devoted himself to do everything for their comfort. Mr. Minchin was aware that he had invited them all to attend the national holiday of the Derby, and if on that occasion, though Chess-players were the most temperate of men, they determined to enjoy themselves in aristocratic fashion, and to be as drunk as lords, he knew that Mr. Rosenbaum would look after them with parental solicitude, would follow them like a hen running after a brood of ducklings as they sailed down the gutter, would take them safe home in cabs, would give them, if necessary, a bed in his studio, cocker them up with hock and soda-water, and bring them up quite fresh to commence the second round of the Tournament on the following Thursday. Mr. Rosenbaum was an artist, and had an artist's failings as well as virtues, which partook in a degree of the female nature. He could be easily led, but not driven. In their dealings with him he would recommend them to act on the advice of the quaint old poet towards his wife:—

"Be to her virtues very kind,
Be to her faults a little blind,
And clap your padlock on her mind."

Mr. ROSENBAUM replied as follows:—

"My Lord and Gentlemen,—When, some weeks before the commencement of the Tournament, the Committee conferred the honour of the office which I now hold upon me, I formed the very erroneous idea as to its duties that after the purchase of the necessary material for play and the arrangements in this Hall, my appointment would become almost a sinecure. The first day's gathering, however, quickly undeceived me, and convinced me that the amount of labour and responsibility attached to my post required greater ability and experience than I could bring to bear upon it. But it is this want of experience which must plead for me if there are as yet many shortcomings, and if I have not given satisfaction to all competitors. I believe it is not an easy matter to give entire satisfaction, in arranging a contest, to forty ordinary gentlemen, and I believe you will agree with me that the difficulty in this instance is not materially reduced by the fact that I have to please forty Chess-players. I have, however, to express my thanks to all for their kind forbearance, and especially to the

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master-players whose long experience in these great contests enabled them to lighten my labours in their behalf.

"It was my intention to give you some probably interesting statistics and incidents characteristic of the unexpected and universal interest this movement has awakened even beyond the Chess world; but the time being close at hand when the wise pothouse law of this country will force our meeting to disperse, I will give you but one illustration of the same. I was accosted one afternoon by a gentleman of good proportions, a ruddy complexion, and strongly-marked provincial cut. Pointing to my badge of office, he said:—'Suppose you are in charge of this entertainment?' I was. 'Then will you tell me where is the carpet with the big squares and the moving figures?' I surmised that he had come to the wrong place, and that he wanted the living Chess. 'He did; but wasn't this Chess?' I replied that this was Chess-play by the greatest living masters. 'And what are they trying to do, staring at the boards and images?' 'Studying their moves, trying to beat each other.' 'And how many moves does it take to win?' 'That depends upon the strength of the defence' He moved about, looking at each master intently; then he came back to me and said, pointing to the stalwart figures of Captain Mackenzie and Dr. Noa, 'I know nothing about this game, but I will back them two to give any of the rest fifteen moves in a hundred.'

"My Lord and Gentlemen, I thank you sincerely for the honour of including my name among the toasts of the evening, and rest assured I shall try my utmost to deserve the eulogium passed upon my humble efforts by my friend Minchin, by assisting to bring this great Tournament to a successful issue."

Mr. ARTHUR GILES FULLER spoke as follows to the toast of "The Daily Press":—

"My Lord and Gentlemen,—I rise to propose the toast which stands next in order on the list, and esteem it fortunate that, owing to the lateness of the hour, neither extended remarks nor eloquence will be required to commend to you the toast entrusted to me. I ask you to drink the toast of 'The Daily Press,' and I am instructed especially to bring to your notice the names of the *Standard*, the *Times*, the *Daily News*, and the *Morning Post*, which papers, by inserting notices of the proceedings of the Chess Tournament, have largely stimulated public interest, and have materially added to the receipts by increasing the number of visitors to the Tournament Hall. The *Standard* was, I am told, the first to publish *in extenso* the complete score of one of the games played in the Master Tournament, and the other papers named shortly after followed the example so well and happily set.

"And now I will refer to the last International Tournament held in London in the year 1862, and to the banquet in Willis's Rooms, presided over by the late Lord Lyttelton, whom your Lordship sat opposite to as Vice-Chairman. On that occasion I made a few remarks on the powers of the Chess pieces, and I would now point out how clearly the game proves itself to be of Eastern origin by the limited powers given to the King, who delegates all his authority to his Prime Minister, the Fierz in Persian, easily corrupted into Vierge in French, and hence translated Dame and Queen.

"It has always seemed to me that if anything was wanting to prove to a European mind the Asiatic origin of the game, that want would be supplied by the character and position which the King occupies on the

board; but when not content with always retiring, and leaving to his Prime Minister, the Queen, and his other subordinate pieces to bear the burden and heat of the day, he goes through the operation called Castling, he seems to me to perform the crowning act of pusillanimity.

"The same idea has been well expressed by the late Lord Lytton in his well-known poem called 'St. Stephen's,' in which, referring to Irish politics of nearly a century ago, he says:—

" 'Bid Mike and Paddy much bewildered know,
Who would be free themselves must strike the blow.
Your pence to-day, your liberties next year.
Erin go bragh! I thank you for that cheer.
The bargain struck, if aught remains to strike,
The blow descends on Paddy and on Mike.
E'en so a Chess King, castled in his nook,
Plays out his Pawns, and skulks behind a Rook.'

"The lateness of the hour forbids me extending my remarks. I will, therefore, refer again to the gratitude which the managers of this Tournament, and all lovers of Chess, must feel to those members of the Daily Press to whom I have already referred for the assistance and encouragement which they have given to the Tournament; and it is in order properly to give expression to that gratitude that I ask you cordially to drink the toast of 'The Daily Press,' coupling it with the name of the Editor of the *Standard*."

In the unavoidable absence of the Editor of the *Standard*, Mr. WEST, correspondent of the *Times*, responded with a few well-timed remarks.

Mr. CUBISON proposed, as follows, the health of the noble President:—

"My Lord Dartrey and Gentlemen,—The clock, now near the hour, warns me that if I am to do my duty I must do it now, and I will at once perform the chief part of it by announcing that I am privileged to propose the health of the Earl of Dartrey, President of the St. George's Chess Club and of the International Chess Association. His reputation, which was local, has now become universal. The Committee alone can speak of his *suaviter in modo*, so happily blended with the *fortiter in re*; but you who now enjoy his society, and many here who have been present on similar occasions, can judge how admirably he must have performed his arduous yet pleasing duties—arduous because there were warm contests of opinion, and pleasant because without any sacrifice of principle he reconciled those who differed and united those who were divided. Perhaps you may be inclined to ask—indeed I have asked myself—why I am selected for this office? The International Association has placed me in the van when I felt I ought to be in the rear. Recently at the hospitable board of a worthy patron of Chess, a most liberal host, and as an amateur second to none, I had the honour of proposing the health of his wife—Mrs. Hirschfeld. I thought the best compliment I could pay her was to praise her husband, and when I spoke of his qualities as a man, and his merits as a Chess-player, I saw the bright eye beam and the pure cheek flush, and I said to myself this is a true wife and a good woman. When I told my wife—and she is a very excellent wife—of the honour conferred upon me, she replied, 'Of course, my dear, you are selected as being the oldest gentleman.' That cannot apply on this occasion, for there are veterans present who in a weight for age race could give me a stone and beat me by a head. One thing I have done for Chess—I have often reconciled differences and removed difficulties. I was

selected by Messrs. Zukertort and Blackburne to arrange their match, and everything was settled amicably in twenty minutes. All of you have travelled by train; you have noticed between the carriages the round soft substances placed to prevent or lessen collision—they are called buffers; they play their part, as I play mine, and in Chess circles I am an amicable and animated buffer. Enough, perhaps too much, of myself. Let me call on you one and all to rise and do honour to Baron Cremorne, Earl of Dartrey: to me the very names are a source of pleasure. In my youth I enjoyed the innocent—I emphatically say innocent—and agreeable society of Cremorne, in my after years I contemplate with increased pleasure the serene dignity of Dartrey, reminding you that the motto of his house is '*Toujours propice.*' I close with an acrostic:—

"D iscord must end, and jarring strife must cease
A s here we recognise '*Toujours propice.*'
R arely has Motto so expressed the Man.
'*Toujours propice.*' Up, Chessmen! let our clan
R esolve to follow whilst he leads the van;
E ach owning kind thoughts course through ev'ry art'ry.
Y ou'll all be friends in drinking 'Health to Dartrey.'"

The Earl of Dartrey replied in a few kindly remarks expressive of his thanks, and the company broke up shortly after midnight, having spent a most enjoyable and successful Chess gathering.

On the following Wednesday, which was granted as a holiday for the purpose, Mr. Rosenbaum invited all the competitors in the Major Tournament to witness the Derby in true English fashion. Two breaks conveyed the whole party, who were most sumptuously entertained by their host, and had the rare opportunity of witnessing a genuine English holiday. Baron Kolisch accompanied the party, and was the life of all present. For a short period of the drive to Epsom he and Herr Winawer contested a game of Chess without boards and men, and though as Chess it was not of a very high order, it is worth preservation from the singularity of the circumstances under which it was conducted. It was published the next day in the *Standard* newspaper, and will be found on next page. No hitch occurred to mar the pleasure of the day's proceedings, and the foreign Chess masters thoroughly enjoyed a sight of which they had all heard, but which none of them had previously witnessed.

At an earlier date, all the competitors, together with the leading Chess-players of London, had been entertained by Mr. Hirschfeld, and on the 2nd June they were again entertained at dinner by the Earl of Dartrey at his private residence, when he was able to announce that a prize for the most brilliant game played in the second round of the Tournament had been offered by Mr. Howard Taylor, which he had requested Lord Dartrey to decide.

The Tournament and the festivities connected with it came to a close, and it has been alike my duty and my pleasure to draw up this memorial of its proceedings to accompany the following Collection of Games, which will prove, I trust, a lasting Record of the great Chess gathering of London, 1883.

JAMES INNES MINCHIN.

GAME PLAYED ON THE ROAD TO THE DERRY, WITHOUT SIGHT OF
BOARDS AND MEN, BETWEEN BARON KOLISCH AND S. WINAWER.

White.	Black.
BARON KOLISCH.	S. WINAWER.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to B 4	B to B 4
4 Castles	Kt to K B 3
5 P to Q Kt 4	B t. P
6 P to Q B 3	B to R 4
7 P to Q 4	Castles
8 B to R 3	R to Ksq(?) (A)
9 P to Q 5	Kt to Kt sq
10 P to Q 6	P t. P
11 B t. P	Kt t. P
12 Kt t. P	Kt t. B
13 Q t. Kt	R to K 2(?) (B)
14 Kt t. K B P (!)	R t. Kt
15 Q to Q 5	Kt to B 3(?) (C)
16 Q t. R ch	K to R sq
17 R to K sq (!)	Resigns.

(A) One must not look for very correct Chess under the circumstances in which this game was

played. By a transposition of moves we have arrived at a well-known position of the Evans', where 8 P to Q 3 is the only correct move. Baron Kolisch takes admirable advantage of the position.

(B) Black's best chance was to give up the exchange at once by 13 R t. Kt. If:

13	B to B 2 sq
14 B t. B P ch	K to R sq
15 B t. R	B t. Q
16 Kt to B 7 ch	K to Kt sq
17 Kt t. Q	K to B sq
18 B to R 4	P to Kt 3
19 B to B 3	K to K sq
20 P to K 5, saving the piece, and remaining a Rook ahead.	

(C) If Black guards his R, he loses first the K B, and then the exchange.

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„ H. E. Miller .	0	5	0
„ S. T. Jey .	0	5	0
„ E. T. Bullock .	0	5	0
„ T. Grace .	0	5	0
Club Funds .	0	8	6
Total .	£25	5	0

Liverpool Chess Club.

Rev. John Owen .	1	1	0
Jas. Lister, Esq. .	1	1	0
Sam. Wright, Esq. .	1	1	0
J. M. Wood, Esq. .	1	1	0
Thos. Greaves, Esq. .	1	1	0
W. H. Holt, Esq. .	1	1	0
Dr. Sinclair .	1	1	0
A. Beakbane, Esq. .	1	1	0
W. W. Rutherford .	1	1	0
A. Myers, Esq. .	1	1	0
H. E. Kidson, Esq. .	0	10	6
T. L. Cater, Esq. .	0	10	6
R. K. Leather, Esq. .	0	10	6
T. H. Cook, Esq. .	0	10	6
G. Ferguson, Esq. .	0	10	6
Club Funds .	6	17	6
Total .	£20	0	0

Glasgow Chess Club.

	£	s.	d.
Sheriff Spens .	1	1	0
J. D. Chambers, Esq. .	1	1	0
Neil Kennedy, Esq. .	1	1	0
John Crum, Esq. .	1	1	0
W. Tait, Esq. .	1	1	0
W. F. Murray, Esq. .	1	1	0
Robert Pirrie, Esq. .	1	1	0
D. Outram, Esq. .	1	1	0
R. Livingstone, Esq. .	1	1	0
*Minor Subscriptions .	1	17	6
Total .	£11	6	6

*Athenæum Chess Club, Camden Road,
London.*

Dr. Batt .	1	1	0
T. Mellish, Esq. .	1	1	0
T. Thompson, Esq. .	1	1	0
J. Marriage, Esq. .	1	1	0
J. Foster, Esq. .	1	1	0
L. L. Kinnoul, Esq. .	0	10	6
A. Weatherhead, Esq. .	0	10	0
Mr. S. H. Androde .	0	5	0
„ W. Fleming .	0	5	0
„ G. W. Foord .	0	5	0
„ T. Sanetts .	0	5	0
„ J. K. Illman .	0	5	0
„ H. Luckett .	0	5	0
„ G. L. Brooks .	0	5	0
„ F. P. Carr .	0	5	0
„ H. Schlesinger .	0	5	0
„ H. Garbutt .	0	5	0
„ D. Cadney .	0	5	0
„ R. Hodge .	0	5	0
Total .	£9	5	6

Crystal Palace Chess Club.

F. C. Burroughs, Esq. .	1	1	0
F. Gover, Esq. .	1	1	0
J. R. Clark, Esq. .	1	1	0
Captain A. Beaumont .	1	1	0
E. P. Frencham, Esq. .	1	1	0
Total .	£5	5	0

* Names not received by Hon. Sec.

NOMINAL LIST OF SUBSCRIBERS.

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<i>Penzance Chess Club.</i>			
	£	s.	d.
Rev. Preb. Hedgeland .	1	1	0
H. T. Swain, Esq. .	1	1	0
J. H. Gartrall, Esq. .	1	1	0
The Club .	2	2	0
Total .	£5	5	0

<i>Nottingham Chess Club.</i>			
Sigismund Hamel, Esq. .	2	2	0
H. N. Hatherley, Esq. .	1	1	0
A. Marriott, Esq. .	1	1	0
C. Sipmann, Esq. .	1	1	0
Total .	£5	5	0

<i>Newcastle and Gateshead Chess Club.</i>			
The Club .	1	1	0
Rev. A. Archdall .	1	1	0
Mr. Zollner .	1	1	0
" Lucas .	1	1	0
" Downey .	1	1	0
" Whitwell .	1	1	0
Total .	£6	6	0

<i>Oxford University Chess Club</i>	8	8	0
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<i>Preston Chess Club</i>			
Through J.T. Palmer, Esq.	1	10	0
<i>Fakenham Chess Club</i>	1	1	0
<i>South Norwood Chess Club</i>	1	1	0
<i>Highgate Chess Club</i>	1	1	0

<i>Bury St. Edmonds Chess Club.</i>			
Mr. Ford .	0	2	0
" E. C. Thomas .	0	2	0
" J. J. Cotton .	0	2	0
" W. Dawson .	0	2	0
" D. P. Barry .	0	2	0
" F. W. Clarke .	0	2	0
" H. Allen .	0	2	0
" W. Burrell .	0	2	0
" H. Barker .	0	2	0
" R. Craske .	0	2	0
The Club .	0	1	0
Total .	£1	1	0

<i>Leicester Chess Club</i>			
Through Mr. Sharland .	2	2	0

<i>Croydon Chess Club</i>			
	1	1	0

<i>Wakefield Chess Club.</i>			
Mr. Herries .	0	1	0
" Marks .	0	1	0
" Young .	0	1	0
" Ash .	0	1	0
" Rea .	0	1	0
" Powell .	0	1	0
" Daffarn .	0	1	0
" Proctor .	0	1	0
" Scholefield .	0	1	0
" Crofts .	0	1	0
" Grace .	0	1	0
" Raynor .	0	1	0
" Day .	0	1	0
The Club .	0	8	0
Total .	£1	1	0

<i>Railway Clearing House Chess Club.</i>			
C. S. Kirdell, Esq. .	1	1	0
W. D. Perry, Esq. .	1	1	0
E. Iahee, Esq. .	1	1	0
*Minor Subscriptions .	2	2	0
Total .	£5	5	0

<i>Leamington Chess Club</i>	1	1	0
<i>Wisbech Chess Club</i> .	1	1	0
E. H. Jackson, Esq. .	1	1	0
R. Bennett, Esq. .	1	1	0
Total .	£3	8	0

<i>Bath Chess Club</i> .	1	1	0
<i>Belfast Chess Club</i> .	2	3	0
<i>North London Chess Club.</i>	5	5	0
<i>Kentish Town Chess Club.</i>	1	1	0
<i>Luton Chess Club</i> .	2	8	6
<i>Huddersfield Chess Club</i> .	1	1	0
Total Chess Clubs	£123	7	6

* Names not received by Hon. Sec.

<i>General Subscriptions.</i>							
	£	s.	d.		£	s.	d.
G. W. Medley, Esq., Trustee of the Lowenthal Trust	50	0	0	Brought forward	226	0	0
Baron Kolisch, of Vienna	25	0	0	L. Cohen, Esq.	2	2	0
Messrs. Rothschild, of London	25	0	0	A. Alexander, Esq.	1	1	0
<i>The Field Newspaper</i>	10	0	0	Mrs. H. Defries	1	1	0
James Eccles, Esq.	10	0	0	E. Thorold, Esq.	1	1	0
Adam Wilson, Esq.	10	0	0	L. R. S. Tourmalin, Esq.	1	1	0
Simpson's, Limited	5	5	0	J. Vincent, Esq.	1	1	0
Dr. Ballard, Sen.	5	5	0	T. Ryle, Esq.	1	1	0
G. H. Lewis, Esq.	5	0	0	G. White, Esq.	1	1	0
W. B. Woodgate, Esq.	5	0	0	R. P. Webb, Esq.	1	1	0
F. L. Slous, Esq.	5	5	0	C. Selwyn, Esq.	5	5	0
J. P. Benjamin, Esq., Q.C.	5	5	0	M. Silverston, Esq.	1	1	0
T. Hewitt, Esq.	5	5	0	Walter Leaf, Esq.	2	2	0
W. M. Chinnery, Esq.	5	5	0	A. Mocatta, Esq.	2	2	0
Joseph Steele, Esq.	5	5	0	C. B. Newenham, Esq.	0	10	6
E. N. Frankenstein, Esq.	5	5	0	W. H. S. Monck, Esq.	1	1	0
W. Donisthorpe, Esq.	5	0	0	Captain Melhado	1	1	0
A. Keith Johnston, Esq.	5	5	0	M. E. Hughes Hughes, Esq.	2	2	0
P. Liot Bankes, Esq.	5	5	0	Dr. Brown	1	1	0
T. B. Wilson, Esq.	1	1	0	Rev. Wyatt Mitto	1	1	0
Rev. J. Coker	1	1	0	J. A. Miles, Esq.	1	1	0
H. H. Gideon, Esq.	1	1	0	D. Y. Mills, Esq.	1	1	0
J. J. Sims, Esq.	1	1	0	Rev. Hugh C. Briggs	1	1	0
T. Bourn, Esq.	1	1	0	M. Bateson Wood, Esq.	2	2	0
Rev. A. B. Skipworth	1	1	0	W. Steinitz, Esq.	2	2	0
A. R. Steel, Esq.	1	1	0	L. Nathan, Esq.	1	1	0
Rev. Sir Gilbert Lewis, Bart.	2	0	0	T. B. Wilson, Esq.	1	0	0
Thos. Long, Esq.	1	1	0	J. Dolphin, Esq.	1	1	0
C. I. Gray, Esq.	1	1	0	Henry Erskine, Esq.	1	1	0
H. I. Coburn, Esq.	2	2	0	Oswald Erskine, Esq.	1	1	0
W. Gateskill, Esq.	1	1	0	S. J. Chandler, Esq.	0	2	6
A. Chappell, Esq.	1	1	0	S. Prout Newcombe, Esq.	1	1	0
R. Bianchi, Esq.	1	1	0	Seth Ward, Esq., Dewsbury	2	2	0
H. Lyne, Esq.	1	1	0	J. Wilkin, Esq.	1	1	0
F. Mead, Esq.	0	10	6	J. N. Keynes, Esq.	1	1	0
L. Goodrich, Esq.	0	10	6	E. J. Winter Wood, Esq.	1	1	0
Dr. Maurice Davis	1	1	0	Ronald Mackay, Esq.	1	1	0
R. Toomer, Esq.	1	1	0	John Norbury, Esq.	1	1	0
T. Chappell, Esq.	1	1	0	John Watkinson, Esq.	2	2	0
W. Thompson, Esq.	1	1	0	R. H., per ditto	1	1	0
F. Hardcastle, Esq.	0	10	0	G. W. Oakley, Esq.	0	2	6
A. Davis, Esq.	1	0	0	G. N. Stark, Esq.	0	2	6
H. Sewell, Esq.	1	0	0	R. W. Hall, Esq., Mossel Bay	1	1	0
A. Solomon, Esq.	1	0	0	— Lovett, Esq., Shaftesbury Club	1	1	0
S. Joshua, Esq.	2	0	0	Amateurs at Hong Kong, per E. R. Sandys, R.N.	1	1	0
Carried forward	£226	0	0	Total	£281	9	0

NOMINAL LIST OF SUBSCRIBERS.

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<i>Indian Subscriptions.</i>				<i>Brought forward . R. 1933</i>			
	£	s.	d.				
His Highness Rama Varma, Maharaja of Travancore, K.C.S.I.	80	0	0	T. E. Porgiter, Esq.	16		
The Maharaja of Vizayanagaram	200	0	0	R. M. Ross, Esq.	160		
Collected by R. Steel, Esq., in Calcutta.				Joseph Rushton, Esq.	25		
The Marquis of Ripon, K.G., G.M.S.I., Viceroy and Governor-General	R. 150			S. M. Smellie, Esq.	50		
The Hon. A. Rivers Thompson, Lieut.-Governor of Bengal		50		R. Steel, Esq.	320		
The Hon. Maharaja Sir Joteendon Mohun Tagore, K.C.S.I.		150		T. F. S. Wakley, Esq.	16		
Maharaja of Dhurbhunga		500		J. Westland, Esq.	50		
Maharaja of Burdwan		50		Edward Morris, Esq.	16		
The Hon. H. T. Prinsep		50		J. C. Murray, Esq.	16		
Ven. Archdeacon Baly		16		Maharaj Koomara Rameswar Singh	17		
Baboo Jadoo Lal Mullick		50		Dr. De Fabeck	16		
W. H. Targett, Esq., Proprietor of <i>The Asian</i>	320			J. J. Sinclair, Esq.	20		
S. O. B. Saunders, Esq., of <i>The Englishman</i>		50		E. J. Sinkinson, Esq.	16		
A. Acton, Esq.		16		G. M. Blacker, Esq.	16		
A. A. Apcar, Esq.		25		C. B. Jourdain, Esq.	25		
J. A. Apcar, Esq.		16		C. H. Ogbourne, Esq.	50		
T. A. Apcar, Esq.		16		Baboo Rajendro Nath Rai Bahadoor	16		
T. B. Beighton, Esq.		16					
A. C. Brett, Esq.		16		Total	R. 2778		
James Campbell, Esq.		16		Equivalent to £221 16 7			
E. Courjon, Esq.	100			C. I. I. Jackson, Esq.	5	0	0
H. S. Cotton, Esq.		16			£226 16 7		
W. Craik, Esq.		16		Deduct Subscription of R. Steel, Esq., entered under St. George's List	25	0	0
R. Euler, Esq.		16			£201 16 7		
T. F. Finlay, Esq.		16					
Dr. Greenhill		16					
H. L. Harrison, Esq.		32					
J. Henderson, Esq.		16					
W. Johnston, Esq.		50					
W. R. Larminie, Esq.		32					
Harry Lee, Esq.		20					
M. Massey, Esq.		16					
J. McLaren, Esq.		16					
J. F. Macnair, Esq.		16					
J. D. Maxwell, Esq.		16					
W. C. Morgan, Esq.		16					
G. Nevill, Esq.		16					
Carried forward	R. 1933						

Australian Subscriptions.

Collected by Messrs. Burns and
Wisker.

Melbourne.

Alfred Wyatt, Esq., P.M.	2	2	0
A. Burns, Esq.	2	2	0
I. Flaxman, Esq.	1	1	0
C. M. Fisher, Esq.	1	1	0
T. D. Clarke, Esq.	1	1	0
Rev. I. W. H. L'oste	1	1	0
G. Lush, Esq.	1	1	0
	£9	9	0

Adelaide.

Adelaide Chess Club	3	3	0
Clare Chess Club	0	15	0

Carried forward . £3 18 0

	£	s.	d.		£	s.	d.
Brought forward .	3	18	0	Brought forward .	19	13	0
H. Charlick, Esq. .	1	1	0	W. C. Rigby, Esq. .	1	1	0
Hon. I. Hodgkiss .	2	2	0	W. Cavenagh, Esq. .	1	1	0
W. B. Roundswell, Esq. .	2	2	0				
Hon. R. D. Ross .	1	1	0		£21	15	0
F. P. Fuller, Esq. .	1	1	0				
A. M. Simpson, Esq. .	1	1	0	<i>New Zealand.</i>			
R. B. Smith, Esq. .	1	1	0	Wellington Chess Club .	5	5	0
W. Everard, Esq. .	1	1	0	Napier Chess Club .	1	1	0
John Mann, Esq. .	1	1	0				
J. H. Symon, Esq. .	1	1	0		£6	6	0
W. H. Gray, Esq. .	1	1	0				
George Chamier, Esq. .	1	1	0	Total .	£37	10	0
R. Mellor, Esq. .	1	1	0	Cost of remittance .	1	6	8
Carried forward	£19	18	0	Received in England	£36	3	4

Summary.

	£	s.	d.
St. George's Chess Club	666	19	0
City of London ditto	85	8	6
Other Chess Clubs in Great Britain	123	7	6
General Subscriptions in Great Britain	281	9	0
Indian Subscriptions	481	16	7
Australian Subscriptions	36	3	4
Total Subscriptions	£1675	3	11

THE LONDON INTERNATIONAL CHESS TOURNAMENT, 1883.

		Dr.			Cr.		
		£	s.	d.	£	s.	d.
Received by the Hon. Secretary . . .		1,524	10	5	Paid Prizes in the Master Tournament—viz.,		
" by the Hon. Treasurer . . .		155	11	6	£300, £175, £150, £125, £100, £75,		
14 Entrance Fees in the Master					£50, £50, and £25		
Tournament		70	0	0	13 Deposits returned		
13 Deposits in ditto		65	0	0	Paid Prizes in the Vizayanagaram Tournament		
27 Entrance Fees in the Vizayana-					—viz., £80, £60, £40, £20, £16, £12,		
garam Tournament		27	0	0	£8, and £4		
25 Deposits in ditto		125	0	0	25 Deposits returned		
Proceeds of sale of goods		32	4	0	Expenses—		
50 per cent. of door-money		111	19	1	Rent of Hall		
Interest on deposit at Banker's		9	7	2	Director of Play		
					Petty Cash		
					Printing		
					Cheques		
					3 Entrance Fees returned		
					Solatium to Messrs. Blackburne & Mortimer		
					Mr. Minchin on account of Book of the		
					Tournament, petty expenses		
					Payment for Professional Assistance for ditto		
					Balance at the Banker's		
					£1,841 4 0		
					279 8 2		
					£2,120 12 2		

We have examined the accounts of the Hon. Secretary, the Hon. Treasurer, and the Director of Play; we have compared them with the Vouchers, and find them correct; the Banker's book showing a credit balance of two hundred and seventy-nine pounds eight shillings and twopence (£279 8s. 2d.)

26th July, 1883.

JNO. JAS. WATTS, }
J. E. RABBETH, }
Auditors.

BALANCE SHEET.

A. ROSENBAUM, D.P., IN ACCOUNT WITH INTERNATIONAL CHESS TOURNAMENT.

Dr.	£	s.	d.	Cr.	£	s.	d.				
To Cheque, per Minchin		75	0	0	Spiers & Pond, Dinner		68	2	6		
" Sale of 3,136 Tickets, 2s. 6d.		392	0	0	" Hire of Rooms		3	3	0		
" " 1 Season Ticket			4	4	0	Jaques & Son, for Chessmen and Boards		36	12	6	
" " 1 ditto			2	2	0	" Ivory set		13	12	0	
" " 36 Dinner Tickets			37	16	0	Langmead & Way, for Platform and Fittings		19	4	0	
" " Goods			51	0	6	Fitch & Co., Printing Banquet Tickets		12	0	0	
" " 1 Clock, privately				17	0	D. B. Wilson (Clocks, Master Tournament)		11	7	11	
" " Stamps				0	5	2	Ebnatus Br. (" Vizayanagaram)		7	10	0
						Waterlow & Sons, Printing Tickets		10	19	0	
						Advertisements		15	6	0	
						Schnitzler, copying Games		21	16	0	
						Partridge & Cooper, Stationery		4	12	3	
						Parkins & Votto, Letter-box, &c.		2	2	10	
						Diamond Pin to Manager, as per Minute of 1st of June		8	10	0	
						Bills under £2.—(Vouchers)		10	13	10	
						Personal Expenses		3	18	0	
						Expenses at Dinner (Flowers, Ribbon, &c.)		1	17	8	
						Edgington, Hire of Flags		5	0	0	
						Petty Cash, Hughes, Spence, Guest		7	2	6	
						Wages.—Guest, £3; Hughes, £16 15s.; Spence, £13 3s. 6d.		38	18	6	
						Gratuities.—To Barmaids, £2; Mr. Culverhouse, £2; Men at Door, 10s.; Gas Men (2), 10s.					
						Cheque to Minchin (portion of Sale of Goods)		5	0	0	
						Treasurer		32	4	0	
						A. Rosenbaum, 50 per cent. claim		11	19	1	
						Per Proceedings, May 7th.		11	19	1	
								£563	4	8	

HONORARY SECRETARY'S ACCOUNT.

Received.—	Petty Cash	£	s.	d.		Paid.—	Postage	£	s.	d.
		•	•	•	•	Stationery	•	•	•	•
		•	•	•	•	"	•	•	•	•
		•	•	•	•	Printing	•	•	•	•
		•	•	•	•	"	•	•	•	•
		•	•	•	•	Melbourne Telegram	•	•	•	•
		•	•	•	•	"	•	•	•	•
		•	•	•	•	Sundry Expenses	•	•	•	•
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GAMES IN THE MAJOR TOURNAMENT.



SECTION I.

ZUKERTORT'S GAMES.



THE NOTES IN THIS SECTION ARE BY DR. J. H. ZUKERTORT.

NOTES MARKED WITH SMALL LETTERS ARE BY THE EDITOR.

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ZUKERTORT'S GAMES.

Game 1, played on the 20th of April.

RUY LOPEZ.

White.	Black.
M. TCHIGORIN.	J. H. ZUKERTORT.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	Kt to B 3
4 Castles	Kt t. P
5 P to Q 4	B to K 2
6 P to Q 5	Kt to Q 3
7 B t. Kt (A)	Q P t. B
8 P t. P. (B)	P to B 3 (!)
9 P t. P (C)	B t. P
10 B to K 3 (D)	Castles
11 Q Kt to Q 2	Kt to B 2 (E)
12 Q to K 2	P to K B 4
13 Kt to Kt 3	P to B 5
14 B to B 5	P to K 5
15 K Kt to Q 4 (F)	P to B 6
16 Q to Kt 5 (G)	Q to B sq (!)
17 K R to Q sq	B to R 3
18 Q to R 4	Kt to Kt 4 (H)
19 Kt t. P	P t. Kt
20 R to Q 7	P t. P (!)
21 R t. B (I)	Kt to R 6 ch
22 K t. P	Kt to B 5 ch
23 K to B 3	Q to R 6 ch
24 K to K 4	B to Kt 2 ch
25 K to Q 4	Kt to K 3 ch
26 K to B 4 (J)	R to B 5 ch
27 Kt to Q 4	Kt t. B
28 K t. Kt (K)	Q to R 4 ch
29 K to B 4	R t. Kt ch
Resigna.	

(A) New, but no improvement on the usual continuations 7 P t. Kt or 7 B to K 2.

(B) After 8 Kt t. P, P t. P, 9 Q t. P, B to K 3 and 10 Castles, Black has the better-developed game.

(C) 9 Q to Q 5 would be met with 9 P t. P, 10 Q t. P ch, B to Q 2, 11 Q to Q 5, R to Kt sq, 12 Kt to B 3, P to B 3, &c.

(D) If 10 Kt to B 3, I intended to proceed with 10 Kt to B 4, keeping the two Bishops and a well-developed game.

(E) Preparing the advance of the K B P and the K P.

(F) I do not think that White has any continuation which would equalise the game, but the defensive moves 15 K Kt to Q 2, or 15 B t. B, seem to be better.

(G) Obviously overlooking the extreme danger of his position. 16 Q to K 3 or B 4 would be a little better, while 16 P t. P leads to immediate loss with 16 B t. B, 17 Kt to K 6, Q to B 3, 18 either Kt t. B, Q to Kt 3 ch, 19 K to R sq, P t. P, &c.

(H) If 18 Q to Kt 5, then, of course, 19 Kt t. P. Black threatens now to mate in four moves, beginning with 19 Kt to R 6 ch or 19 Q to Kt 5 acc.

(I) If 21 B t. B, Black wins with 21 Kt to R 6 ch, 22 K t. P, Q to Kt 2 ch, 23 K t. Kt [or 23 K to Kt 3], Q to B 6 ch, 24 K to R 4, R to B 5 ch, &c.

(J) Of course, if 26 R t. Kt, then equally 26 R to B 5 ch, &c.

(K) If 28 R to K 8 ch, Black replies best 28 K to B 2.

Game 2, played on the 27th of April.

SCOTCH OPENING.

White.	Black.	White.	Black.
J. MORTIMER.	J. H. ZUCKERTORT.		
1 P to K 4	P to K 4	36 K to B 2	R to Q Kt 8
2 Kt to K B 3	Kt to Q B 3	37 K to K 3	R t. P
3 P to Q 4	P t. P	38 R to Q 2	P to Q 4
4 Kt t. P	B to B 4	39 R to Q 3	K to B 2
5 B to K 3	Q to B 3	40 K to Q 4	K to K 3
6 P to Q B 3	K Kt to K 2	41 P to B 4	R to Kt 5 ch
7 B to Q B 4	Kt to K 4	42 K to K 3	P to B 4
8 B to K 2	Q to K Kt 3	43 K to B 3	P to B 5
9 B to B 3 (A)	Castles	44 R to K 3 ch	K to Q 3
10 Kt to Q 2 (?)	Kt to Q 6 ch	45 R to K 8	P to B 6
11 K to B sq	P to B 4 (B)	46 R to Q 8 ch	K to K 2
12 P t. P	Kt t. P	47 R t. P	R to B 5
13 Kt t. Kt	Q t. Kt	48 R to Q sq	P to Q Kt 4
14 Kt to K 4 (C)	B t. B	49 K to K 3	P to Kt 5
15 Q t. Kt	B to Kt 3	50 R to K B sq	P to Kt 6
16 R to Q sq	P to Q 3	51 K to Q 3	P to B 7
17 Q to Q 2	B to K 3	Resigns.	
18 P to Q Kt 3	P to K R 3		
19 Kt to Kt 3	Q to B 2	(A) If 9 Castles, Black proceeds best with 9 . . . P to Q 4.	
20 K to Kt sq	P to Q R 4	(B) If 11 . . . Kt t. Kt P, then 12 Q to B 2.	
21 P to K R 3	P to R 5	(C) Of course, not 14 B to K 4, for Black would mate in three moves, beginning with 14 . . . Q t. P ch.	
22 P to B 4	P t. P	(D) The text move leads to de- cisive loss of material, but it is difficult to suggest any satisfactory rejoinder. If 25 K to R 2, then 25 . . . B t. R P; if, on the other hand, 25 Q to Kt 2, then 25 . . . K R to R sq, threatening 26 . . . R to R 7.	
[1st hour.]		(E) Threatening to capture the Knight, and if the Pawn retake, to mate at B 7.	
23 P t. P	R to R 6		
	[1st hour.]		
24 R to Kt sq	Q to Q 2 (!)		
25 R to K sq (D)	R t. P		
26 R t. B	Q R t. B		
27 P t. R	Q t. R		
28 Q to B 3	R to B 5		
29 Kt to K 4	Q to B 4 (E)		
30 R to R 2	R t. P		
31 Q to B 2	R to B 5		
32 P to B 5	Q t. Kt		
33 Q t. Q	R t. Q		
34 P t. B	P to B 3		
35 P to B 3	R to K 8 ch		

Game 3, played on the 30th of April.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. MASON.	J. H. ZUKERTORT.		
1 P to Q B 4	P to K 3	44 B to K 3	R to Q B sq
2 P to K 3	Kt to K B 3	45 B to B sq	Q to B 5
3 Kt to K B 3	P to Q 4	46 Q to B 3 ch	K to Kt sq
4 P to Q 4	B to K 2	[3rd hour.]	[3rd hour.]
5 Kt to B 3	Castles	47 Q to B 6 (!)	Kt to Kt 2
6 B to Q 3	P to Q Kt 3	48 B to Kt 2	Q to K B 2
7 P t. P (A)	P t. P	49 Q to Q 4	P to R 4
8 Kt to K 5 (B)	B to Kt 2	50 R to Q B sq	K to R 2
9 Castles	P to B 4	51 Q to Q 3 (P)	Q to B 4
10 B to Q 2	Kt to B 3	52 Q to Q 4	Q to B 2
11 Kt t. Kt	B t. Kt	53 Q to K 5	Q to Q B 2
12 R to B sq (C)	P to B 5	54 Q to B 6	R to Q sq (!)
13 B to Kt sq	P to Q Kt 4	55 Q to K B 3	Kt to B 4
14 Kt to K 2	P to Kt 5	56 Q to K 2	R to Q B sq
15 Kt to Kt 3	P to Q R 4	57 P to Kt 3 (?)	Kt t. Kt P (!)
16 R to K sq	P to R 5 (D)	58 Q to Q 3 (Q)	Kt to B 4
17 Kt to B 5	P to R 6	59 Q to K 4	Q to Q B 5
[1st hour.]		60 Q to Kt 7 ch	R to B 2
18 P to K 4 (E)	R P t. P	61 Q to Kt 8	Q to Kt 5 ch
	[1st hour.]	[4th hour.]	[4th hour.]
19 R to B 2	B to R 5 (F)	62 K to R sq (R)	Q t. P ch
20 P to K 5	Kt to K sq	63 K to Kt 2	Q to Kt 5 ch
21 Q to Kt 4	B t. R (G)	64 K to R sq	Q to Q 8 ch
22 B t. B	R to R 3	65 K to Kt 2	Kt to R 5 ch
23 Kt to R 6 ch	R t. Kt (H)	66 K to R 2	Q to Q 3 ch
24 B t. R	Q to R 4 (!)	67 K to Kt sq	Kt to B 6 ch
25 R to K B sq (I)	Q t. P	68 K to B sq (S)	Q to R 3 ch
26 Q to B 5 (!)	P to Kt 3	69 K to Kt 2	Kt to R 5 ch
27 Q to Q 7 (!)	P to Kt 6 (!)	70 K to R 2	Q to Q B sq
28 Q t. B	Kt to Kt 2	71 Q to Kt 6 (T)	Kt to B 6 ch
29 B to Kt sq	P to B 6 (!)	72 K to Kt 2	Q to Kt 5 ch
30 Q to B 5	P to B 7	73 K to B sq	R to K 2
31 B t. P	Kt to K 3 (J)	Resigns.	
[2nd hour.]	[2nd hour.]		
32 Q t. P	P t. B		
33 Q t. Q	R to Kt sq		
34 P to Q 5 (!) (K)	Kt P queens		
35 Q to B 4	Kt to Kt 2		
36 P to K 6 (L)	P t. P		
37 P t. P	Q to Kt 6		
38 Q to B 7 (M)	Kt t. P		
39 Q to K 7	Q to Q 4 (N)		
40 P to K R 4	Q to B 3		
41 R to K sq	R to K sq (O)		
42 Q to R 3	R to Q sq		
43 Q to Kt 3 (!)	K to B 2		

(A) Early exchanges of the centre Pawns in all close Openings of this sort, whether made by the first or second player, are not advantageous. It would be impossible to frame a strict rule on the point—in fact, the delicate handling of Pawns and other developing movements in close Openings must entirely depend upon the judgment of the player—but, *ceteris paribus*, the game should be fully developed on both wings before entering on any direct line of action.

(N) Threatening to cut off the Bishop with P to Kt 4.

(O) I think that Black had considerable chances of scoring a victory after 41 . . . R to Kt 8, 42 B to B sq, Kt to B sq.

(P) White should have been satisfied with the draw which he would secure here and some moves later on by exchanging Queens and minor pieces.

(Q) He had a much better chance of drawing after 58 P t. Kt, Q to Kt 3 ch, 59 K to Kt 2, Q t. B, 60 Q to K 7 ch, K to R sq, 61 Q to K 3, &c., than by the course actually adopted, for his Pawns are now broken up and the Black Knight gets a commanding position.

(R) 62 K to B sq, Q to Q 8 ch, 63 K to Kt 2, Kt t. P ch, 64 K to R 2, Q to Q 3 ch, would lead to the

same continuation, but two moves earlier.

(S) If 68 K to Kt 2, Black wins with 68 . . . Q to R 7 ch, 69 K to B sq, Kt to Q 7 ch, 70 K moves, R to K 2 ch, &c.

(T) 71 Q to Kt 4 would but prolong the contest for a few more moves, *e.g.*:

71 Q to Kt 4 Kt to B 6 ch

72 K to Kt 2 (best) R to B 2

73 Q to K 4 Kt to Kt 4

74 Q to K 3

If 74 Q t. P, Black mates in two moves; if 74 R t. P, then 74 . . . Kt t. Q, 75 R t. Q, R t. P ch, and 76 . . . R t. B.

74 . . . Q to Kt 5 ch

75 K to B sq

Or 75 Q to Kt 3, R t. P ch, 76 K t. R, Kt to K 5 ch, &c.

75 . . . Kt to K 5

Game 4, played on the 1st of May.

RUY LOPEZ.

White.	Black.	White.	Black.
G. H. MACKENZIE.	J. H. ZUKERTORT.		
1 P to K 4	P to K 4	20 K B t. P (F)	B to R 5 (I) [1st hour.]
2 Kt to K B 3	Kt to Q B 3	21 R to K sq (G)	B t. P
3 B to Kt 5	Kt to B 3	22 Q B t. P	B to R 5
4 Kt to B 3	B to Kt 5	23 P to K B 4	B to Kt 4
5 Castles	Castles	24 B to Kt 3 (H)	B t. P ch
6 P to Q 3	P to Q 3	25 K to B 2	Q R to B sq
7 B to Kt 5 (A)	B t. Kt	26 R to K 3	B to B 5
8 P t. B	Kt to K 2	27 R to Kt 3	B t. B (I)
9 Q to Q 2	Kt to Kt 3	28 P t. B (I)	P to Kt 3
10 Kt to R 4 (?)	Kt t. Kt	29 R to K B 3	R to B 7 ch
11 B t. Kt	Kt t. P (I)	30 K to Kt 3	P to B 3 (J)
12 B t. Q (B)	Kt t. Q	31 B t. P	K R to K 7
13 B t. P	Kt t. R	32 R to Q 3	R t. P ch
14 K t. Kt (C)	P to Q R 3	33 K to B 3	K R to Q 7
15 B to R 4 (D)	P to Q Kt 4	34 R to K 3	R to B 7 ch
[1st hour.]		35 K to K 4 (K)	K R to K 7
16 B to Kt 3	B to Kt 2	36 P to R 4	K to B 2
17 B t. P	K R to K sq	37 R t. R	R t. R ch
18 P to Q B 4	B to B 3	38 K to Q 3	R to K B 7
19 P to K B 3 (E)	P t. P	[2nd hour.]	

White.	Black.
39 B to Kt 5	K to K 3
40 K to B 4	K to B 4
41 K to B 5	R to B 7 ch
42 K to Kt 4	K to K 5
43 K to R 5	K to Q 4
44 K t. P	R to Q Kt 7
45 K to Kt 6	R t. P ch
46 K to B 7	K to K 3
47 K to Q 8	R to Kt sq ch
48 K to B 7	R to K B sq
49 B to R 6	R to B 4
Resigns.	

(A) 7 B t. Kt is a little better. The text move gives a slight superiority of position to the second player.

(B) 12 P t. Kt, Q t. B would leave White with three isolated and double Pawns against four united.

(C) After 14 B t. P, Kt to Q 7, 15 B t. R, K t. B, 16 R to Q sq, Black comes out a piece ahead with 16 . . . P to Q R 3, 17 B to R 4, P to Q Kt 4.

(D) If 15 B to B 4, the reply would be 15 . . . B to Q 2, to be followed at the earliest opportunity with B to B 3.

(E) Preparing the attack against

the White K P; if at once R to K sq, then 19 . . . P to K 5.

(F) White's sole aim should be to prevent the hostile Rooks from entering into promising action. He should, therefore, retake, I think, with the Pawn, which would enable him to block the Queen's file by playing P to B 5.

(G) If 21 P to B 3, Black would succeed in exchanging Bishops or winning a Pawn with 21 . . . B to Kt 4.

(H) Vainly endeavouring to escape the fatal exchange.

(I) There is nothing better, for after 28 R t. P ch, K to B sq, 29 P t. B, Black wins a piece with 29 . . . R t. B. If 28 B t. P, then 28 . . . R to B 7 ch, 29 K to B 3 [29 K to B sq, B to B 5 ch, &c.], B to Q 4 ch, 30 K to Kt 4, K t. B.

(J) A temporary sacrifice which enables Black to simplify matters.

(K) After 35 K to Kt 3, R to Kt 7 ch, White must equally submit to the exchange of Rooks, for if 36 K to B 3, then 36 . . . Q R to B 7 ch, and 37 . . . R to K 7, and if 36 K to R 4, then 36 . . . R t. P ch, 37 K moves, Q R to Kt 7 ch, 38 K to B 3, R to R 6 ch, &c.

Game 5, played on the 3rd of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
A. P. SKIPWORTH.	J. H. ZUHERTONT.		
1 P to Q B 4	P to K 3	11 P t. Kt	B to B 3 (B)
2 P to K 3	Kt to K B 3	12 Q to B 2	B to Kt 2
3 Kt to K B 3	P to Q 4	13 B t. P ch	K to R sq
4 P to Q 4	B to K 2	14 B to K 4 (C)	B t. P
5 Kt to B 3	Castles	15 R to Q sq	Kt to B 3
6 B to Q 3	P to Q Kt 3	16 B t. B	Q t. B
7 Castles	P to B 4	17 B to K 3	K R to Q sq
8 B P t. P	K P t. P	18 Q R to B sq	Q R to B sq (D)
9 P to K 4 (?)	B P t. P (A)		[1st hour.]
10 Q Kt t. P	Kt t. Kt	19 Q to Q 2	Q t. P
		[1st hour.]	

White.	Black.
20 B to Kt 5	B t. B
21 Q t. B	P to B 3
22 Q to Kt 6	Q to K 3
23 R to R sq	R to Q 4
24 Q to Q 3	P to R 4
25 Q R to B sq	Q R to Q sq
26 Q to Kt 3	P to Q Kt 4 (E)
27 R to B 5	P to Kt 5
28 Q to B 4	Kt to K 4
29 Kt t. Kt	Q t. Kt
30 R to B 7	P to Q 6
31 Q to R 4 ch	K to Kt sq
32 Q to Q B 4 (F)	P to Q 7
33 P to Q Kt 3 (G)	Q to K 8 ch
34 Q to B sq	R to K sq
Resigns.	

(A) Black fails to take full advantage of White's premature advance. He should continue with :

9 P to B 5
10 B to B 2
Or 10 B to K 2, Kt t. P, 11 Kt t. Kt, P t. Kt, and Black will come out with a Pawn ahead.

10 P t. P
11 Kt t. P B to Kt 2
with the vastly superior position of Pawns.

(B) Of course, if 11 Q t. P, then 12 Kt t. P.

(C) 14 Q to K B 5 would be met with 14 P to Kt 3, 15 Q to

R 3, B to B sq, 16 Q to R 6, B to Kt 2.

(D) 18 Kt to Kt 5 would be better, as following continuation shows :

19 Q to R 4
Or 19 Q to Q 2, P t. B, 20 Q t. Kt, Q t. R ch, 21 R t. Q, R t. R ch, 22 Kt to K sq, P to Q R 4 (!)
Or 19 Q to B 4, Q t. Q, 20 R t. Q, P t. B, &c.

19	Q t. P
20 Q t. Kt	P t. B
21 P t. P	Q t. P

(E) If 26 Kt to K 4, White would win the Q P with 27 R t. P, R t. R, 28 Kt t. R

(F) 32 Q to Kt 3 would lead to the exchange of Queens, and thus prolong the contest.

(G) Rather tame, but White has no saving move, *e.g.* :

33 K to B sq
Or 33 R to K B sq, Q t. R, 34 Q t. Q, P queens.
33 Q t. R P
34 R t. P Q to R 8 ch
35 K to K 2 R to K sq ch
36 K to B 3 Q to R 4 ch
37 K to Kt 3

If 37 P to Kt 4, Black mates in two moves.

37 Q to Kt 4 ch,
winning the Rook.

Game 6, played on the 4th of May.

GIUOCO PIANO.

White.	Black.
J. H. BLACKBURNE.	J. H. ZUKERTORT.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to B 4	B to B 4
4 P to B 3	Kt to B 3
5 P to Q 3	P to Q 3
6 B to K 3	B to Kt 3
7 Q Kt to Q 2	Kt to K 2

White.	Black.
8 Kt to B sq	P to B 3
9 Q to B 2	Kt to Kt 3
10 Castles	Castles
11 P to Q 4	Q to K 2 (A)
12 P t. P	P t. P
13 B t. B	P t. B
14 Kt to K 3	B to K 3
15 P to Q R 3 (B)	B t. B

White.	Black.
16 Kt t. B	Q to K 3
17 Kt to Q 6 (C)	Q to Kt 5
18 Kt to K sq	K R to Q sq
19 P to B 3 (D)	Q to K 3
20 Kt to B 5 (E)	Kt to B 5 (F)
21 Kt to Q 3 (G)	Kt t. Kt ch
22 R t. Kt	P to Kt 3
23 Kt to K 3	R t. R
24 Q t. R	Kt to Q 2
25 R to Q sq	Kt to B 4
26 Q to B 6	Q to R 7 (H)
27 Q to B 6 (I)	Kt to R 5
28 R to Q 8 ch	R t. R
29 Q t. R ch	K to Kt 2
30 Kt to B 5 ch (J)	P t. Kt
31 Q to Kt 5 ch	

Drawn Game.

(A) Up to this point identical with a game played between Blackburne and myself in the Vienna Tournament. I continued there with 11 P t. P. The text move is better, I think.

(B) If 15 Kt to B 5, Black would reply 15 Q to B 4 with advantage.

(C) The right reply. After 17 Kt t. Kt P, R to R 3, 18 Kt to R 4, Black would get some advantage with 18 Q to B 5, 19 P to Q Kt 3, Q t. K P, &c.

(D) 19 Kt t. Kt P would lose the Knight on account of 19 R t. R ch, 20 Q t. R, Q t. Q ch, 21 K t. Q, R to Kt sq, 22 Kt to Q 6, R to Q sq.

(E) Of course, if 20 Kt t. Kt P, then 20 R to Q 2.

(F) Of doubtful value. It would have been better, I think, to exchange Books, and then to proceed with Kt to Q 2.

(G) The plausible reply 21 P to K Kt 3 would have been bad on account of the continuation 21 Q to R 7.

(H) After exchanging Queens, Black could not prevent the entry of the hostile Knight into his game over Q B 4 or K Kt 4.

(I) White might have taken the K P without exposing himself to any danger, but the capture would not affect the result of the contest, e.g. :

27 Q t. K P Kt to Kt 6 ch

Black may also continue with 27 P to R 4, intending 28 Kt to R 5 or Kt 6 ch, or 28 K to R 2 and 29 R t. P, according to White's play.

28 K to B 2 Kt to R 8 ch

29 R t. Kt Q t. R

30 Kt to Kt 4 P to R 4

31 Kt to R 6 ch K to R 2

32 Kt t. P Q to B 8

33 Kt to Kt 5 ch K to R 3

34 Kt to B 7 ch K to R 2, &c.

(J) 30 Kt to Q sq would probably lead to a protracted struggle, without, however, altering the result.

Game 7, played on the 5th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. H. ZUKERTORT.	J. H. BLACKBURNE.		
1 P to Q B 4 (a)	P to K 3	6 P to Q 4	B to Q 3
2 P to K 3	Kt to K B 3	7 Kt to B 3	Castles
3 Kt to K B 3	P to Q Kt 3	8 P to Q Kt 3	Q Kt to Q 2
4 B to K 2 (A)	B to Kt 2	9 B to Kt 2	Q to K 2 (B)
5 Castles	P to Q 4	10 Kt to Q Kt 5	Kt to K 5
		11 Kt t. B	P t. Kt

White.	Black.
12 Kt to Q 2	Q Kt to B 3 (C)
13 P to B 3	Kt t. Kt
14 Q t. Kt	P t. P
15 B t. P	P to Q 4
16 B to Q 3	K R to B sq (D)
17 Q R to K sq	R to B 2
18 P to K 4	Q R to Q B sq
	[1st hour.]
19 P to K 5	Kt to K sq
[1st hour.]	
20 P to B 4	P to Kt 3 (E)
21 R to K 3 (!) (b)	P to B 4 (F)
22 P t. P <i>e.p.</i>	Kt t. P (G)
23 P to B 5 (!)	Kt to K 5
24 B t. Kt	P t. B
25 P t. Kt P	R to B 7 (H) (c)
26 P t. P ch	K to R sq (I)
27 P to Q 5 ch	P to K 4
28 Q to Kt 4 (!) (d)	Q R to B 4 (J)
	(e)
29 R to B 8 ch (K) (f)	K t. P (L)
30 Q t. P ch	K to Kt 2
31 B t. P ch	K t. R
32 B to Kt 7 ch (!) (g)	K to Kt sq
33 Q t. Q	Resigns.

(A) The development of the King's Bishop has been discussed by various analysts on every possible occasion. Here again I cannot propose a hard and fast rule, but I may state that whenever the Queen's fianchetto is adopted before playing the Q P two squares, the opponent's K B ought to be posted at K 2; if, on the other hand, both players have advanced the Q P, the Bishop may be then played at once to Q 3.

(B) The routine move P to B 4 would be preferable.

(C) The loss of time occasioned by this continuation gives to the opponent the first opportunity to prepare the following attack.

(D) Mr. Blackburne underrated, I think, the power of the coming attack. It would have been more prudent to leave the K R on the King's side, and to occupy the open file with the Q R.

(E) Of course Black had to stop the further advance of the B P. Considering, however, that the text move weakens his King's position—especially the K R P—without gaining any equivalent, I would suggest instead of it P to B 4 at once.

(F) 21 Kt to Kt 2 would be slightly better; White would then continue with 22 P to K Kt 4.

(G) He should retake with the Queen, although he would have even then a difficult game, *e.g.*:

22 Q t. P
23 Q to K sq Kt to Kt 2
24 P to K Kt 4

and White would have unlimited time to force a probably irresistible attack.

(H) Notwithstanding its disastrous result, the text move constituted Black's only chance, for if he play 25 P t. P, White forces the game with:

26 R to Kt 3 Q to Kt 2

If 26 Q to R 2, then 27 R to B 6, winning, for if 27 R to Kt 2, then 28 R to R 3. If 26 Q to K sq, then 27 Q to R 6, R to Kt 2, 28 R to R 3. If, at last, 26 K to Kt 2, then 27 P to Q 5 ch, P to K 4, 28 P to Q 6.

27 P to Q 5 P to K 4

Or 27 R to B 7, 28 Q t. R, R t. Q, 29 B t. Q, K t. B, 30 P t. P, &c.

28 Q to Kt 5 R to K sq
29 R to B 6

(I) If 26 Q t. P, then, of course, 27 R to Kt 3 ch; if 26 K t. P, then 27 R to R 3 ch, K to Kt sq, 28 Q to R 6.

(J) The capture of the Queen would lead to a mate in seven moves with:

29 B t. P ch K t. P

30 R to R 3 ch K to Kt 3
31 R to Kt 3 ch

This is the line of play I contemplated when offering the Queen. All the commentators proceed with 31 R to B 6 ch; the difference, however, amounts but to a transposition of moves.

31 K to R 3

If 31 K to R 2 or R 4, mate follows in three moves.

32 R to B 6 ch K to R 4 (R 2)
33 R to B 5 (B 7) ch K to R 3
34 B to B 4 ch K moves
35 K R mates.

Black had no saving move: if 28 K R to B 4, then 29 Q t. P, R t. P (best), 30 B t. P ch, R t. B, 31 Q t. R ch, Q t. Q, 32 R t. Q, &c. If 28 R to K sq, then 29 P to Q 6, Q to K 3, 30 P to Q 7, &c.

(K) The shortest and, I may say, the prettiest line of play, but White wins equally with:

29 Q t. P R t. B
30 R to B 8 ch (!) Q t. R
31 Q t. P ch K t. P

Or 31 Q to Kt 2, 32 Q to K 8 ch, K t. P, 33 R to R 3 ch, Q to R 3, 34 Q to B 7 ch, K to R sq, 35 R t. Q mate.

32 R to R 3 ch K to Kt 3

Or 32 Q to R 3, 33 Q to K 7 ch, K to Kt sq [33 K to Kt 3, 34 Q to K 6 ch, &c.], 34 R to Kt 3 ch, K to R sq, 35 Q to K 8 ch, &c. —If 32 K to Kt sq, then equally:

33 R to Kt 3 ch K to R 2

Or 33 K to R 3, 34 Q to Kt 5 ch, K to R 2, 35 R to R 3 ch, &c. 34 Q to R 5 ch and mates in two more moves.

(L) If 29 Q t. R, White replies 30 B t. P ch, K t. P, 31 Q t. P ch, and mates in four moves.

(a) I have elsewhere stated my opinion that this is not only by far the finest game played in this Tournament, but probably within the memory of the existing generation of Chess-players. It may be fairly classed with the great game won by Anderssen of Kieseritzky more than thirty years ago.

(b) When Zukertort made this move, he had in his mind's eye the whole combination that follows, down to Black's 28th move. It may seem singular that his opponent should have played the next seven moves exactly as anticipated, but it must be remembered that Mr. Blackburne doubled his R's, with the intention of playing to Q B 7 as soon as he had got rid of the White K B, and played for that purpose, expecting to win a piece. The real beauty of Zukertort's play is that he led his opponent into this trap, correctly calculating its real results.

(c) The excited spectators naturally thought that Zukertort had here lost a piece and the game, but one confident believer in his skill at this point bet a shilling that he would win the game, not having the slightest conception of the manner in which he could escape from the apparently impending loss.

(d) This move literally electrified the lookers-on, who were absorbed in this contest. I was playing a game in the Vizayanagaram Tournament at the time, when a friend whispered in my ear, "The fiend has offered his Queen, and it cannot be taken without suffering mate!"

(e) When Zukertort played R to K 3 at his 21st move, he had calculated that 28 R to K sq was Black's best move, and had prepared the continuation 29 P to Q 6, &c. In that case, so lost is the position that 29 R to B 8 ch would equally win, but not so rapidly.

(f) On this move Mr. Steinitz remarks in *Turf, Field, and Farm*, "In conjunction with White's previous play, this forms one of the most noble combinations conceived over the Chessboard," a remark

as honourable to the commentator as to his great rival.

(g) "A worthy finish," says Mr. Steinitz, "to one of the most brilliant games on record."

Game 8, played on the 7th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. H. ZUKERTORT.	DR. NOA.		
1 Kt to K B 3	P to K 3	35 Kt to Q 2	P to K 4
2 P to Q 4	Kt to K B 3	36 Kt to B sq	P t. P
3 P to K 3	P to Q Kt 3	37 Q t. P	B to K 4
4 B to K 2	B to Kt 2	38 Q to Q R 4 (H)	Q to K 3
5 Castles	B to K 2	[2nd hour.]	
6 P to B 4	Castles	39 Q to Kt 3 (I)	Q to B 3 (!)
7 Kt to B 3	P to Q 4	40 K to Kt sq	Q to B 5 (J)
8 P to Q Kt 3	P to B 4	41 Q to K B 3	Q to B 4
9 B to Kt 2	Q Kt to Q 2	42 Q R to R 2	Q to Q 3
10 Kt to Q 2	R to K sq	43 R to Kt 2	Q to K 3
11 B to B 3	B P t. P (?)	44 Kt to B 5	R t. R ch
12 K P t. P	B to Kt 5 (A)	45 K t. R	Q to Kt sq ch
13 R to K sq	Kt to B sq (B)		[3rd hour.]
14 P to Q R 3	B to K 2	46 K Kt to Kt 3	Q to B 2 (K)
15 P to Q Kt 4	Kt to Kt 3	47 Kt to R 6	Q to K sq (L)
16 P to B 5	Kt to B 5	48 Q t. P	R to K Kt 2
	[1st hour.]	[3rd hour.]	
17 Kt to Kt 3	R to Q B sq (C)	49 Kt to B 5	R to Kt 4
18 Q to Q 2	P to K Kt 4	50 Q to Kt 7 (M)	Q to Kt 3
[1st hour.]		51 Q to B 8 ch	Q to Kt sq
19 P to K R 4	K Kt to R 4 (?)	52 Q to Q 7	Q to R sq ch
20 B t. Kt (D)	Kt t. B	53 K to Kt sq	P to K R 4 (N)
21 R P t. P	B t. P	54 R t. P ch	R t. R
22 Q to Q sq	Kt to B 5	55 Q to Kt 7 ch	Mate.
23 P to Kt 5	K to R sq		
24 P to B 6	B to R sq		
25 Kt to K 2	R to K Kt sq		
26 B to B sq (E)	Kt t. P (!)		
27 K t. Kt	B t. B ch		
28 Kt to Kt 3	B to B 5		
29 Q to B 3	Q to Q 3		
30 R to R sq	R to Kt 2		
	[2nd hour.]		
31 R to R 3	P to B 3		
32 Q R to R sq	B t. P (F)		
33 P t. B	R t. P		
34 Q to Q 3 (G)	Q R to B 2		

(A) An inferior continuation which invariably results in loss of time—cf. games 17 and 23 of this collection.

(B) It would be more in the spirit of the position to concentrate the forces on the Queen's side.

(C) With the object of preventing the further advance of the hostile Q Kt P.

(D) The first move in a series of exchanges which enables White to advance his Pawns and to imprison

the adverse Q B. There was no reason, however, why White should not first accept the proffered sacrifice of a piece with 20 P to Kt 3, for whether Black reply 20 . . . K to R sq or 20 . . . P t. R P, his attack would be easily met.

(E) A slip: I intended to exchange Knights first, and then to continue with the text move.

(F) Black gets three Pawns for a piece and a good position on both flanks. Any other course would permit White to bring his K Kt into play over B sq and Q 3.

(G) Not to much purpose. White should play at once Kt to Q 2, for if Black capture the Kt, White replies Q to Q 3, recovering the piece or mating.

(H) Threatening 39 R t. P ch, R t. R, 40 Q to K 8 ch, K to Kt 2, 41 Kt to B 5 mates.

(I) Weak: 39 K to Kt sq, followed by Q R to R 2, would have been better.

(J) 40 . . . P to B 4 would be met with 41 R to R 5 or R 6, either move sufficing to prevent

the threatened loss of the Knight. The text move is rather weak, but in justice to my opponent I must mention that he had to make six moves in less than a minute and a half.

(K) 46 . . . R to B 6 was tempting but useless, for White would reply 47 Q to R 5, threatening 48 Kt to K 7.—It would have been better, however, to play 46 . . . Q to K 3.

(L) If now Q to K 3, White gets in a few moves an irresistible attack, beginning with 48 K Kt to B 5.

(M) 50 Q to K 4, threatening to continue with 51 P to B 4, or 51 Kt to Q 6, according to Black's defence, would have proved stronger.

(N) A blunder, probably due to pressure of time: Black had all but exhausted his fourth hour. The game was, however, now decidedly in my favour, considering forces and position. If 53 . . . Q to K Kt sq, then 54 Kt to R 6, R to Kt 2 (forced), 55 Q to B 5, Q to K B sq or Kt sq, 56 Kt to Kt 4, &c.

Game 9, played on the 8th of May.

TWO KNIGHTS' OPENING.

White.	Black.	White.	Black.
J. H. ZUKERTORT.	W. STEINITZ.		
1 P to K 4	P to K 4	14 Q to R 4	P to B 3 (F)
2 Kt to K B 3	Kt to Q B 3	15 P to B 4 (G)	Kt to Q 2 (H)
3 Kt to B 3	P to K Kt 3	16 Kt to Q 4	P to K R 3 (!)
4 P to Q 4	P t. P	17 Kt t. B (I)	Q t. Kt
5 Kt t. P	B to Kt 2	18 B t. P	B t. B
6 B to K 3	Kt to B 3	19 Q t. B	Kt t. P
7 B to K 2	Castles	20 B to Kt 4	Q t. B
8 Castles	R to K sq (A)	21 Kt t. Kt	Q to B 4 (J)
9 Q to Q 3	Q to K 2 (B)	22 Q R to K sq (K)	R to K sq
10 K Kt to Kt 5	P to Q 3	23 R to K 3 (!)	R t. Kt (L)
11 B to Kt 5	Kt to K 4 (C)	24 R to R 3	Q to B 3
12 Q to Q 2	B to K 3	25 Q to R 7 ch	K to B sq
13 Q to B 4 (D)	K R to Q B sq (E)	26 Q to R 8 ch	K to K 2
		27 Q t. R	Q to Q 5 ch

White.	Black.
28 K to R sq	R t. P
29 R to K sq ch (M)	R to K 5
30 R t. R ch (N)	Q t. R
31 Q t. R P	P to Kt 3
Resigns.	

(A) Mr. Steinitz condemned this move directly after the game.

(B) This is decidedly weak: Black, I think, overlooked White's reply, or at least he underrated its force.

(C) If 12 B to K 3, then 13 P to B 4.

(D) Mr. Steinitz gave as White's best continuation, 3 P to B 4, and if 13 Kt to B 5, then 14 Q to Q 4. I think, however, that Black could then extricate himself out of his difficulties with 14 P to B 4, 15 Q to B 2, P to K R 3, 16 B to R 4, P to R 3.

(E) Forced, for White threatened 14 Kt t. B P.

(F) Involving the loss of a Pawn. The sacrifice was certainly not sound, nor do I think absolutely necessary.

(G) When adopting this continuation, I did not see the force of Black's 16th move—cf. note (I). Otherwise I would have played 15 Kt t. Q P, and if 15 Q t. Kt—Black's best reply—then 16 B t. Kt, with a Pawn ahead and the better-developed game.

(H) Of course, not 15 P t. Kt, for White wins a piece after 16 P t. Kt.

(I) I saw now that I could not play 17 B t. P on account of the fatal reply 17 Kt to Q 4, which would have won a piece.

(J) A fine reply: the plausible

move 21 P to Q 4 would turn out very inferior on account of 22 Kt to Q 6, R to B sq (best), 23 Q R to K sq, and 24 R to K 7.

(K) 22 Kt to Kt 3 was equally promising.

(L) The only reply: Black's game would prove defenceless after 23 Q to R 4, 24 Q t. Q, P t. Q, 25 R to Kt 3 ch, and 26 Kt t. P.

(M) A blunder: there was but one reply, 29 R to K Kt sq, which would preserve White's superiority. Whether Black could then draw or not is beyond the margin of analytical research. I must limit myself to the task of proving that Black could not capture another Pawn with impunity, e.g.:

29 R to Kt sq	Q t. P
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This and Black's next move are given by Mr. Steinitz in his annotations to the game as leading to a draw.

30 R to R 8	Kt to B 3
31 R to K sq ch	Kt to K 5

If 31 R to K 5, White wins offhand with 32 R to K 8 ch (!), Kt t. R, 33 R t. R ch, and 34 Q t. Kt.

32 P to Kt 3	Q to B 6
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If 32 R to Kt 5, then 33 R to K 8 ch, K to B 3, 34 Q R t. Kt, and if 34 R t. R, then 35 Q to R 8 ch, and 36 Q t. Q. If 32 Q to Kt 5, then 33 P to B 3.

33 R t. Kt ch	R t. R
34 Q to K 8 ch	K to B 3
35 Q t. R, and wins.	

(N) Of course, White would still draw at least with 30 R to K Kt sq.

Game 10, played on the 10th of May.

VIENNA OPENING.

White.	Black.
J. H. ZUKERTORT.	H. E. BIRD.
1 P to K 4	P to K 4
2 Kt to Q B 3	B to B 4
3 P to B 4	P to Q 3
4 Kt to B 3	Kt to K B 3
5 B to B 4	B to K 3 (?)
6 B t. B	P t. B
7 P t. P	P t. P
8 Q to K 2 (A)	Kt to B 3
9 Q to B 4 (B)	Q to K 2
10 Kt to K Kt 5	Kt to Q 5
11 Kt to Kt 5	Kt t. P (C)
12 Kt t. P ch (D)	K to Q 2 (E)
13 Q Kt t. P	Q Kt t. Kt
14 Kt t. K Kt	B to Kt 3
15 Q to Q 5 ch	K to B sq
16 P to Q 3	R to Q sq
17 Q t. P	B to B 2
18 Q to K B 5 (F)	R to B sq
[1st hour.]	
19 Q to R 3	K to Kt sq
20 B to Q 2	P to Q R 4
21 Castles	R to R 3
22 K R to B sq	R to B sq
	[1st hour.]
23 Q R to K sq (G)	B to K 4
24 Kt to B 3	B to B 3
25 R to K 4	Q R to B 3 (!)
26 Q to B 5 (H)	Q to Q 3
27 K R to K sq	Kt to B 2
28 B to B 4	Q to B sq
29 Q t. Q R P	P to Q Kt 3 (I)
30 Q to Kt 4	Q to Q sq
31 R to K 6	B t. Kt
[2nd hour.]	
32 P t. B	Q to Q 4
33 R t. R	Q t. R
34 R to K 7	Resigns (J)

(A) If 8 Kt t. P, Black recovers the Pawn with 8 . . . B to Q 5, 9 Kt to B 3, B t. Kt, 10 Kt P t. B, Kt t. P.

(B) Better than 9 Q to Kt 5, Q to Q 3 (!), 10 Q t. P, R to Q Kt sq, 11 Q to R 6, R to Kt 3, 12 Q to K 2 [12 Q to R 4, R to Kt 5], Castles, with a fine developed game.

(C) A trap: Black's best course would be:

11 Castles, Q R
12 P to Q 3
If 12 Kt t. Kt, then 12 . . . R t. Kt.
12 Kt t. Kt
13 Q t. Kt Kt to Kt 5

(D) Of course, not 12 K Kt t. Kt on account of 12 . . . Q to R 5 ch, and if 13 Kt to Kt 3, then 13 . . . Kt to B 6 ch, &c.

(E) Playing, I suppose, under the idea that White will capture the Rook, whereupon Black would get a won game with Q t. Kt. Black should have proceeded with 12 . . . Q t. Kt, 13 Kt t. Kt, R to Q B sq [13 . . . Kt t. P ch (?), 14 Q t. Kt, B to B 7 ch, 15 K to Q sq (!), 14 K to Q sq, B to K 2, 15 Q t. Q, R t. Q, 16 P to B 3. He had, however, even then the much inferior game on account of the bad position of his Pawns.

(F) With two Pawns ahead but the inferior development, White had to play a strictly defensive game.

(G) Preparing a counter-attack by occupying another open file.

(H) Doubling the Rooks would just afford to the opponent a fine opportunity for a perplexing attack with one of his ingenious sacrifices, e.g.:

26 K R to K sq B t. Kt
27 B t. B R t. B (!)
28 P t. R Q to R 6 ch
29 K to Q sq Q t. B P, &c.

The text move provides for this contingency, for White would now win easily after exchanging Queens with 30 Q to K 5 ch.

(I) If 29 . . . R to R 3, then 30 Q t. Kt ch, R t. Q, 31 R to K 8 ch, &c.

(J) Black cannot prevent the exchange of all remaining pieces, which White will force with Q to Q 6.

Game 11, played on the 11th of May.

FRENCH DEFENCE.

White.	Black.	White.	Black.
J. H. ZUKERTORT.	A. SELLMAN.	47 K t. R	Q t. P ch
1 P to K 4	P to K 3	48 K to R 3	Q to B 8 ch
2 P to Q 4	P to Q 4	49 K to R 4	Q to R 8 ch
3 P t. P	P t. P	50 Q to R 3	Q to K 5 ch
4 Kt to K B 3	Kt to K B 3	51 P to Kt 4	Q to R2ch(M)
5 B to Q 3	B to Q 3	52 K to Kt 3	Q to Q 6 ch
6 Castles	Castles	53 K to R 2	Q to Q 7 ch
7 Kt to B 3	P to B 3	54 Q to Kt 2	Q to B 5 ch(N)
8 Kt to K 2	Q to B 2	55 Q to Kt 3	Resigns (O).
9 Kt to Kt 3	B to K 3		
10 P to Kt 3 (A)	Q Kt to Q 2		
11 P to B 4	K R to K sq		
12 P to B 5	B to B 5		
13 P to Kt 4	B t. B		
14 Q t. B	P to Q Kt 4(?)		
15 Kt to R 4	Kt to B sq		
16 P to R 4	P to Q R 3		
17 R to R 3	B to Q 2		
18 Q Kt to B 5 (B)	Kt to Kt 3 (I)		
19 Kt t. Kt	B t. Kt		
20 Kt to K 5	B t. B		
21 Kt t. B	Q R to Kt sq		
22 P t. P (C)	R P t. P		
23 R to R 6	R to R sq		
24 Q to R 3	Kt to Kt 5 (D)		
25 P to Kt 3	R t. R		
26 Q t. R	P to B 3		
27 R to R sq (E)	R to Kt sq		
28 Kt to B 4	K to B 2		
29 Q to R 7 (!)	R to Kt 2 (F)		
30 Q to R 8	Kt to R 3 (G)		
31 Q to R 8	R to Kt sq (H)		
32 Q t. P	Q to Q 2		
33 Kt to R 5	R to Kt sq		
34 Kt t. Kt P (I)	R t. Kt		
35 Q t. Kt	Q to K 2		
36 Q to B 4	R to R 2		
37 Q to Kt 8	K to Kt 3		
38 Q to Kt 8 ch	K to B 4		
39 Q to B 8 ch	Q to Q 2		
40 Q to Q Kt 8 (J)	Q to Q B 2		
41 Q to K 8	Q to Q 2		
42 Q to K 3	Q to K 2		
43 Q to B 4 ch	K to Kt 3		
44 Q to Kt 4 ch	K to B 2		
45 R to R 8	Q to K8ch(K)		
46 K to Kt 2	R t. P ch (L)		

(A) The first nine moves have been played innumerable times. The usual continuations have been 10 R to K sq, or 10 B to K 3. The text move may be recommended, I think, for it enables White to carry on operations on both wings, which may supplement each other.

(B) I played the Q Kt for the purpose of clearing the third row and bringing eventually the Q R on the King's side, if necessary. It would have been better, however, to play the K Kt, for nothing could then prevent the planting of the Knight at Q 6.

(C) Premature: I should have played the Queen and then doubled the Rooks.

(D) Mr. Sellman rightly pointed out that this manoeuvre put the Knight for a considerable time out of play. He proposed instead of the text move the superior continuation 24 Kt to Q 2.

(E) Intending 28 Q to Kt 6, and if 28 Q t. Q, 29 P t. Q, R to Kt sq, White wins with 30 R to R 6, 31 Kt to B 5, &c.

(F) Black has no satisfactory defence: after 29 Q t. Q, 30 R t. Q ch, K to Kt sq, White wins with 31 R to Q B 7 or 31 Kt to K 6. If 29 R to Q B sq, then 30 Q to Kt 6; if, at last 29 Q to Kt 2, then 30 R to R 6.

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(G) Of course, if 30 R to Kt sq, then 31 R to R 7, winning easily.

(H) White threatened the fatal rejoinder R to R 8.

(I) 34 R to R 8 would be "pretty" but harmless, for Black would reply 34 Q to B 4 (!).

(J) The exchange of Queens on this or the next move would finally win, but still it was not advisable on account of the weak position of White's Q Kt P and Q P, while the Black King was well in play.

(K) A futile attempt to draw by perpetual check, but had Black any better chance?

(L) Of course, if 46 Q to K 5 ch, then 47 Q t. Q, P t. Q, 48 R to B 8, &c.

(M) If 51 Q to K 8 ch, then 52 K to R 5 [52 Q to Kt 3 (?), Q to R 8 ch, and Black draws], Q to Q 7, 53 R to R 7 ch, &c.

(N) Or 54 Q to R 3 ch, 55 K to Kt 3, Q to K 6 ch, 56 Q to B 3, Q to K 8 or Kt 8 ch, 57 K to R 3.

(O) For the checks will be exhausted after 55 Q to Q 7 ch [55 Q to R 3 ch, 56 K to Kt 2], 56 K to R 3, Q to R 3 ch, 57 K to Kt 2, Q to Q 7 ch, 58 Q to B 2.

Game 12, played on the 14th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. H. ZUKERTORT.	S. ROSENTHAL.		
1 Kt to K B 3	P to Q 4	27 P t. P	Q t. B P
2 P to Q 4	P to K 3	28 Q t. R ch (!)	K t. Q
3 P to K 3	Kt to K B 3	29 R t. B ch	K to B 2
4 P to B 4	B to K 2	30 R to B 8 ch	K to K 8
5 Kt to B 3	Castles	31 R t. Q	P t. R
6 B to K 2	P to B 4	32 R to Q 8	Resigns.
7 Castles	Kt to B 3		
8 P to Q Kt 3	Kt to K 5 (?)		
9 B to Kt 2	B P t. P (?)		
10 Kt t. Kt (!)	P t. Kt		
11 Kt t. P	P to B 3 (A)		
12 Kt t. Kt	P t. Kt		
13 Q to B 2	P to K B 4		
14 P to B 5 (B)	Q to B 2		
15 P to Q Kt 4	R to Kt sq		
16 B to Q B 3	B to B 3		
	[1st hour.]		
17 Q R to Q sq	B to Q 2		
18 B t. B	R t. B		
19 R to Q 6 (!)	R t. P (C)		
20 Q to Q 2	R to Kt 2		
21 B to R 6	B to K sq		
22 B t. R	Q t. B		
23 R to Q 8 (D)	R to B sq		
24 Q to Q 6	Q to K B 2		
25 R to Kt sq	P to K 4		
26 K R to Kt 8	P to B 5 (E)		

(A) Mr. Rosenthal plays this game below his usual standard. He has already a bad game, but the text move loses time on the King's side and gives to the adversary the opportunity to break up completely the Queen's side.

(B) Blocking the action of both hostile Bishops and opening a fine square for his K B at Q B 4.

(C) A blunder which costs the exchange, but Black's game was lost, whatever he play. His pieces are blocked, and his Pawns very weak, while the opponent commands the board.

(D) The entry of the Rooks puts a speedy end to all further resistance.

(E) An ingenious attempt to save a hopeless battle. Any quiet move must lead to the loss of the Bishop.

Game 13, played on the 15th of May.

RUY LOPEZ.

White.	Black.
J. H. ZUKERTORT.	S. WINAWER.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	Kt to B 3
4 Castles	Kt t. P
5 P to Q 4	B to K 2
6 Q to K 2	Kt to Q 3
7 B t. Kt	Kt P t. B
8 P t. P	Kt to Kt 2
9 Kt to Q 4 (A)	Castles (B)
10 Kt to Q B 3	Kt to B 4
11 R to K sq (C)	Kt to K 3
12 B to K 3	Kt t. Kt
13 B t. Kt	P to B 3 (D)
14 Q R to Q sq	P t. P
15 B t. P	B to B 3
16 Q to B 4 ch	K to R sq [1st hour.]
17 R to Q 3	B t. B
18 R t. B	Q to B 3
19 R to B 3	B to R 3 (E)
20 R t. Q (F)	B t. Q
21 R t. R ch	R t. R
22 R to K 7	R to Q sq
[1st hour.]	
23 P to Q Kt 3	B to K 3
24 Kt to R 4	K to Kt sq
25 Kt to B 5	B to B 4 (G)
26 P to K B 3	K to B sq
27 R to K 2	P to Q 3
28 Kt to R 6	R to K sq
29 R to Q 2 (H)	B to B sq
30 Kt to Kt 4 (I)	B to Q 2
31 Kt to R 6	B to B sq [2nd hour.]
32 Kt to Kt 4	B to Q 2
33 Kt to R 6	R to K 2
34 K to B 2	B to B sq
35 Kt to Kt 4	B to Q 2

Drawn Game.

(A) Introduced by Winawer against myself in the second tie-game in the Paris International Tournament, 1878. Neumann used

to play 9 R to Q sq, whilst I played against Anderssen 9 P to B 4, which was adopted by the leading analysts.

(B) If 9 Kt to B 4, White may play 10 Kt to Q B 3, and if 10 B to R 3, then 11 Q to Kt 4, for the capture of the Rook would be met with 12 Q t. P, R to K B sq, 13 K t. B, Kt to K 3, 14 Kt to B 5 (!), with the superior game.—A very good reply to 9 Kt to B 4 would be also 10 R to Q sq, followed whether Black reply 10 B to Kt 2 [Black's Q B P is attacked] or B to R 3, with 11 Q to Kt 4, preventing Black from Castling—11 Castles (?), 12 B to R 6.

(C) I might have continued with 11 B to K 3, for if 11 B to R 3, then 12 Q to Kt 4, recovering the exchange with 13 B to R 6.

(D) Opening the game on the King's side rather prematurely, I think.

(E) A very pretty resource, which, however, should have failed against best play.

(F) Here I failed to secure the gain of an important Pawn by the following line of play, which I pointed out myself shortly after the close of the game.

20 Q to B 5 Q to Q sq

If 20 Q to Q 3, the continuation is similar.

21 R t. R ch Q t. R
22 Q t. Q ch R t. Q
23 R to Q R 5 R to K sq
24 P to B 3 B to B 5
25 R t P, &c.

(G) Of course, he dare not play 25 . . . K to B sq, for White would reply 26 R t. B, P t. R, 27 Kt t. P ch, and 28 Kt t. R.

(H) After 29 R t. R ch, K t. R, 30 Kt t. P ch, K to Q 2, 31 Kt to

R 6, B t. P, Black would have the superior game.

(I) If 30 Kt t. P, Black wins with 30 . . . R to K 2, 31 Kt to R 8, R to Q 2 (!), and 32 . . . B to Kt 2.

Game 14, played on the 16th of May.

RUY LOPEZ.

White.	Black.
S. WINAWER.	J. H. ZUKERTORT.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	Kt to B 3
4 Castles	Kt t. P
5 P to Q 4	P to Q R 3 (A)
6 B t. Kt (B)	Q P t. B
7 Q to K 2	B to K B 4
8 P to K Kt 4 (C)	B to Kt 3
9 P to K R 4	Q to Q 2 (D)
10 Kt t. P	Q t. P
11 Kt to K B 3 (E)	Q to Q 2
12 Kt to Kt 5	Q to K 2
13 R to K sq	Castles (!)
14 Kt t. Kt	Q t. Kt
15 Kt to B 3 (F)	Q t. Q (G)
16 R t. Q	P to K R 4
[1st hour.]	
17 P to Kt 5	B to Q 3 (H)
18 B to K 3	K R to K sq
19 Q R to K sq	R to K 2
20 K to Kt 2	Q R to K sq
21 B to Q 4	B t. P
	[1st hour.]
22 R t. R	R t. R
23 R t. R	B t. R
24 B t. P	P to Kt 4
25 Kt to K 2	B to Q 3 (I)
26 P to R 3 (J)	P to Q B 4
27 Kt to Kt 3	B to Kt 3
28 K to B 3	K to Q 2
29 K to K 3	K to K 3
30 P to B 4	P to B 5
[2nd hour.]	
31 B to B 6 (K)	P to R 4
32 Kt to K 2	P to Kt 5
33 P t. P	P t. P
34 K to B 3 (L)	K to Q 4
35 K to K 3	P to B 6 (!)

White.	Black.
36 P t. P	P to Kt 6
37 K to Q 2 (M)	K to B 5 (!)
38 P to B 5	B t. P
Resigns.	

(A) Introduced by Morphy against L. Paulsen in the New York Tournament, 1857. The continuation was almost forgotten until it was adopted by Rosenthal against me in our fifth match game.

(B) Paulsen and I continued with 6 B to Q 3. The variation is analysed by Herr Berger; see *Chess-Monthly*, Vol. IV., pp. 185—187.

(C) The text move, I think, compromises White's King's flank without any equivalent in material or position. 8 P t. P would about equalise the game.

(D) Herr Berger continues with 9 . . . P to B 3; compare the following note.

(E) After 11 Kt t. B, R P t. Kt, 12 Kt to B 3, P to K B 4, 13 B to Kt 5—a line of play proposed by Herr Berger in a private letter to me—Black would continue with:

13 . . . B to K 2
14 B t. B

If 14 Q R to Q sq, then 14 . . . Q to K 4; if 14 K R to K sq, then 14 . . . B t. B, 15 P t. B, Castles, Q R, with the better game.

14 . . . K t. B

15 P to R 5 Q R to K sq

16 R P t. P

If 16 K R to K sq, then equally :

16 K to B 3 (!)

17 Q to B 3 Q to K 4

18 Kt t. Kt ch Q t. Kt

19 Q t. P ch

Or 19 Q t. Q, R t. Q, 20 P to K B 3, R to K 7, &c.

19 Q t. Q

20 P t. Q R to K 5

21 K to Kt 2 K t. P, &c.

(F) Of course, if 15 Q t. Q, B t. Q, 16 R t. B, then 16 R to Q 8 ch, 17 K to Kt 2, R t. B.

(G) I might have safely continued with 15 Q t. P, for if 16 Q to K 3, then 16 P to Kt 3. With a Pawn ahead and two Bishops, however, I thought it best to avoid all complications by exchanging Queens.

(H) But here I missed the strongest continuation, viz.: 17 R to Q 5, 18 P to B 4 [18 R to Q 8 ch, K to Q 2, 19 R to Kt 8, P to Kt 3, 20 B to K 3, R to Kt 5 ch, 21 K to B sq, B t. P, 22 R to B sq, B to Q 6 ch, 23 K to K sq, R t. R P, &c.], B to Q 3, 19 B to K 3, R to B 5, 20 R to K B sq, P to Kt 4, 21 P to Q R 3, P to R 4, &c.

(I) Necessary to prevent White from continuing with 26 Kt to Kt 3, and, if 26 B to Kt 3, then 27 P to B 4.

(J) Black threatened 26 P to Kt 5 and 27 B to Kt 8.

(K) White wanted to open the square Kt 7 for his Knight—*e.g.*, 32 P to B 5 ch, B t. P, 33 Kt t. P, threatening 34 Kt to Kt 7 ch—it would have been better, however, to effect the same purpose with 31 B to B 3, which would have delayed the advance of the hostile Q R P.

(L) One of Mr. Winawer's "wily" statagema. White threatens now 35 P to B 5 ch, winning a piece if 35 B t. P, and mating, if 35 K t. P, with 36 Kt to Q 4.

(M) Of course, a mistake which is immediately fatal, but White would but prolong the contest, without averting the defeat, with :

37 P to B 4 ch K t. P

38 B to Kt 2 B to Q 6

39 Kt to Kt 3

If 39 Kt to Q 4, then 39 B to Q B 4, 40 B to R sq, B to Kt 8, 41 B to Kt 2, B to K Kt 3, 42 B to R sq, B to R 6, &c. Or 39 Kt to B sq, B to B 4 ch, 40 K to Q 2 [40 K to B 3], B to Kt 5 ch, 41 K to K 3, B to K B 4, 42 Kt to K 2, B to Kt 5, 43 Kt to Q 4, B to Q B 6.

39 B to B 4 ch

40 K to Q 2 B to Q 5

41 K to B sq

If 41 B t. B, K t. B, 42 K to B sq, then 42 K to B 6.

41 B to K 6 ch

42 K to Q sq B to B 7 ch

43 K moves B to Q 5

44 B t. B K t. B

45 K to Q 2 B to Q 6

46 K to B sq K to B 6

Game 15, played on the 17th of May.

GIUOCO PIANO.

White.	Black.	White.	Black.
J. H. ZUKERTORT.	B. ENGLISH.	5 P to Q 3	P to Q 3
1 P to K 4	P to K 4	6 B to K 3	B to Kt 3
2 Kt to K B 3	Kt to Q B 3	7 Q Kt to Q 2	Castles
3 B to B 4	B to B 4	8 Kt to B sq (A)	P to Q 4
4 P to B 3	Kt to B 3	9 P t. P	Kt t. P

White.	Black.
10 B t. Kt (B)	Q t. B
11 B t. B	R P t. B
12 Kt to K 3	Q to Kt 4
13 Q to K 2	B to K 3
14 P to Q R 3	Q R to Q sq
15 Q R to Q sq	P to K R 3
16 R to Q 2 (C)	Kt to K 2
17 Castles (D)	Kt to Kt 3
18 P to K Kt 3	R to K sq
19 P to Q 4	Q t. Q
20 R t. Q	B to R 6
21 K R to K sq	P t. P
22 Kt t. P	P to Q B 4
23 Kt to B 3	P to Kt 4

Drawn Game.

(A) 8 B to K Kt 5 would be the strongest continuation.

(B) This and the following exchange are weak: White should have played 10 Q to Q 2. This is the weakest of all the games played in the Tournament.

(C) If 16 Castles, 16 P to K 5.

(D) 17 P to Q 4 would have been much better; after the forced exchange of Queens, White would have slightly the better game, on account of his two Knights and the freer position of his King for the end-game.

Game 16, played on the 18th of May.

RUY LOPEZ.

White.	Black.	White.	Black.
R. ENGLISH.	J. H. ZUCKERTORT.		
1 P to K 4	P to K 4	27 Q to B 2	Kt to Q 3
2 Kt to K B 3	Kt to Q B 3	28 P to K R 3	P to Kt 3
3 B to Kt 5	Kt to B 3	29 R t. R ch	R t. R
4 P to Q 3	Kt to K 2 (A)	[1st hour.]	
5 Kt to B 3 (B)	Kt to Kt 3	30 R to K sq	Kt to Kt 4
6 Castles	B to K 2 (C)	31 Kt t. Kt	Q t. Kt
7 P to Q 4	P t. P	32 R t. R ch	Q t. R
8 Q t. P	Castles (D)	33 B to Q 4 (J)	Q to R 5
9 P to K 5	Kt to K sq	34 Q to K 3	Q t. B P
10 Kt to Q 5	P to B 3	35 B to B 3	P to K R 3
11 Kt t. B ch	Q t. Kt	36 P to Q R 3	
12 B to Kt 5	Q to K 3 (E)	Drawn Game.	
13 B to Q B 4	P to Q 4		
14 P t. P <i>o.p.</i>	Q t. P		
15 Q to B 3	Kt to B 2 (F)		
16 Q R to Q sq	Kt to Q 4		
17 B t. Kt	P t. B		
18 Q to Q 4 (G)	Q to B 3 (H)		
19 B to Q 2	B to B 4		
20 B to B 3	P to B 3		
21 Q to Q 2	Q R to Q sq		
22 Kt to Q 4	Q to Q 2		
23 K R to K sq	Kt to K 4		
24 Q to B 4	B to Kt 3		
25 Q to Kt 3	K R to K sq		
	[1st hour.]		
26 P to B 3 (I)	Kt to B 2		

(A) Mr. Mortimer claims to be the inventor of this move. I adopted it on account of its novelty.

(B) After 5 Kt t. P, P to B 3, White must lose a piece for two Pawns.

(C) It would be better, perhaps, to continue with 6 P to B 3, 7 B to Q B 4, B to K 2.

(D) If 8 P to B 3, White would get a troublesome attack with 9 P to K 5.

(E) Best: if 12 P to B 3, White gets the superior game with

13 B to B 4 ch, K to R sq, 14 P t. P, Kt t. P, 15 K R to K sq, Q to Q sq, 16 Q to Q 6.

(F) Black gets now an isolated Pawn, but the continuation enables him to bring his forces into play, and it disposes of one of the hostile Bishops.

(G) Herr Englisch pointed out that he might have won a move by playing at once Q to Q 2—compare White's 21st move—but this gain would not amount to anything—viz.: 18 Q to Q 2, Q to Kt 3, 19 P

to Q Kt 3, B to K 3, 20 Kt to Q 4, Q R to B sq.

(H) The right reply: if 18 B to K 3, then 19 P to B 4 (!)

(I) 26 P to B 4 was very tempting, but injudicious, for it would open a commanding square, K 5, to the hostile Knight.

(J) White could prevent the loss of a Pawn by continuing with 33 Q to Q 2, 34 K to B 2, &c., but the loss is immaterial on account of the Bishops of different colour.

Game 17, played on the 21st of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. H. ZUKERTORT.	B. ENGLISH.		
1 Kt to K B 3	P to Q 4	29 B t. B	Q t. B
2 P to Q 4	P to K 3	30 Kt to B 5	Kt to B sq
3 P to K 3	P to Q B 4		[1st hour.]
4 B to K 2 (A)	Kt to K B 3	31 Kt to K 5	P to B 3
5 Castles	Kt to B 3	32 Kt to B 6	Kt t. Kt
6 P to Q Kt 3	B to K 2	33 Kt to Kt 7	Q to Kt 5 (J)
7 B to Kt 2	Castles	34 P t. Kt	P to K 4
8 P to B 4	B P t. P (?)	35 R to B 5 (K)	P t. P
9 K P t. P	P to Q Kt 3	36 Kt to Q 6 (L)	R to K 8 ch
10 Q Kt to Q 2 (B)	B to Kt 2	37 R t. R	Q t. R ch
11 R to B sq	R to B sq	38 K to Kt 2	Q to K 2 (!)
12 B to Q 3	B to R 3 (C)	39 Kt t. R	Q t. R
13 R to K sq (D)	Kt to Q R 4 (E)	40 Q to R 6 (M)	P to Q 6 (N)
14 Q to K 2	B to Kt 5	41 Q t. Q P	Q t. R P
15 P to Q R 3	B to Q 3 (F)	42 Kt to K 7 ch	K to B 2
16 P to B 5 (!)	B t. B	43 Kt t. P (O)	Q to B 4
17 Q t. B	B to B 5 (G)	44 P to B 7	Q to B 3 (P)
18 R to B 2	Kt to B 3	45 P to B 3 (Q)	Kt to K 3
19 P to Q Kt 4	B to Kt sq	46 Q to Kt 3	K to K sq (R)
20 P to Kt 5	Kt to K 2	47 Q to Kt 5 (!)	Q t. Q
21 P to Q R 4	Kt to Kt 3	48 P queens ch	K to B 2
22 P t. P (H)	Q t. P (I)	49 Q t. Kt ch	K t. Q
23 B to R 3	B to Q 3	50 Kt to B 7 ch	K to K 4
24 P to R 5	Q to Kt sq	51 Kt t. Q	P to R 3 (S)
25 B to B 5	Kt to Q 2	52 P to B 4 ch	K to K 5
26 K R to Q B sq	Kt to K 2	53 Kt to Q 6 ch	K to Q 6
27 Kt to Kt 3	K R to K sq	54 Kt to Kt 7	K to K 6
[1st hour.]		55 P to B 5	K to K 7
28 P to Kt 3	P to K R 3	56 P to Kt 4	K to K 6
		57 K to Kt 3	K to K 7

White.	Black.
58 Kt to R 5 (T)	K to K 6
59 Kt to Kt 8	K to K 7
60 P to R 3 (U)	K to K 6
61 P to R 4	K to K 7
62 K to B 4	K to B 7
63 P to Kt 5	P to R 4 (V)
64 P t. P	P t. P
65 Kt to B 5 (I)	K to Kt 7 (W)
66 Kt t. P	K to R 6
67 Kt to B 5	K t. P
68 Kt to K 4	Resigns.

(A) White may also proceed with 4 P to Q Kt 3, 5 B to Kt 2, and 6 B to Q 3.

(B) After the exchange of Pawns on the previous move, White has to develop the Q Kt to Q 2 for two reasons: for the protection of his Q B P, and to keep clear the Q B P file for his Rooks.

(C) Black begins now to concentrate his forces to an attack against an unassailable point, White's Q B P, and, of course, all his preparations must result in loss of time and position.

(D) Threatening to win a Pawn with 14 P t. P, B t. B, 15 P t. Kt, B to Kt 4, 16 Kt to K 5, Q to K sq [16 B to Q 3, 17 P to Q R 4], 17 Q to B 3.

(E) 13 P t. P would be better.

(F) Obviously overlooking the opponent's reply: he should have captured the Knight, thus preventing further loss of time.

(G) After 17 P t. P, 18 P t. P, B t. P, White would win a piece with 19 P to Q Kt 4.—It would have been better, however, to retire the Bishop at once to Kt sq—compare Black's 19th move.

(H) Premature: I ought to have doubled the Rooks and played the Bishop to R 3 first.

(I) 22 P t. P, recommended by Mr. Steinitz, would be better,

but it would not equalize the game, for White's superiority of Pawns on the Queen's wing should finally tell.

(J) Necessary to prevent White from opening an attack against the weak Q R P, after the capture of the Knight.

(K) A weak continuation which jeopardises the decisive advantage already secured. White had an easy win after:

35 P t. P	R t. K P
36 P to B 4	R to K 8 ch
37 R t. R	Q t. R ch
38 K to Kt 2	Q to K 5 ch

If 38 Q to K 3, then 39 P to B 5, forcing the exchange of Queens or the gain of the Q P, for if 39 Q to B 2, then 40 Kt to Q 6, and if 39 Q to K 4, then 40 R to K 2.

39 Q t. Q	P t. Q
40 Kt to Q 6	R to B 2
41 Kt to Kt 5	R to B sq
42 P to B 7	

Or 42 Kt t. P, R to B 2, 43 Kt to Kt 5, R to B sq, 44 P to B 7, Kt to K 3, 45 P to R 6, &c.

42	Kt to K 3
43 P to B 5	P to R 3
44 P t. Kt	P t. Kt
45 P to R 6	

(L) 36 R to Kt 5 would probably have led to a draw—*e.g.*:

36 R to Kt 5	R to K 8 ch
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Black's only resource: if 36 Q to R 5, then 37 Kt to Q 6; if 36 Q to K 2, then 37 Q t. P, P to R 3, 38 R t. P, and White will easily force the gain of the Q R P.

37 K to Kt 2	Q t. R
38 Q t. Q	R t. R
39 Q t. P ch	K to R 2
40 Kt to Q 8	Kt to Kt 3
41 Q to Q 7	

Or 41 Q t. P, Kt to K 4, &c.

41 . . .	R t. Kt
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If 41 R to R sq, then 42 Kt to K 6.

42 Q t. R	R t. P.
43 Q t. P	R to B 2

(M) If 40 Q to K 2, intending 41 Q to K 8, then 40 K to B 2.

(N) He should have played 40 Q to B 7, as recommended by Mr. Steinitz. White has different continuations, but none, I think, would effect more than a draw—e.g.:

40 Q to B 7

Best: any King's move loses—cf. *Chess-Monthly*, Vol. IV., p. 330, note (f)—and if 40 Kt to K 3, then 41 Q t. P.

41 Kt to Q 6

If 41 Kt to K 7 ch, K to R sq, 42 Kt t. P, then 42 Q to K 5 ch, 43 K to Kt sq, Q t. Kt, 44 P to B 7, P to Q 6, 45 P queens, P to Q 7 (!)

41	P to Q 6
42 Q t. R P	P to Q 7
43 Q to B 7 ch	K to R 2
44 P to B 7	P queens

Or 44 Q t. P, 45 Q t. Q. P queens, 46 Kt to K 8, Kt to K 3, 47 Kt t. P ch [47 Q to B 7, Kt to B 5 ch, 48 P t. Kt, Q to Kt 5 ch, and draws], K to Kt 3, 48 Q to K 5, Kt to Kt 4, 49 Kt to Q 5, Q to B 6 ch, 50 K to B sq, Q to Q 8 ch, &c.

45 P queens	Q t. Q
46 Kt t. Q	Kt to Kt 3

Black threatens 47 Q to Kt 5.

47 Kt to K 7 Kt t. Kt

He might draw at once with 47 Kt to B 5 ch.

48 Q t. Kt	P to Q 6
49 P to R 6, &c.	

(O) Threatening 44 Q to B 4.

(P) If 44 Kt to K 3, then

45 Q to Kt 3, followed by the same continuation as in the text.

(Q) Mr. Arthur O'Neill points out in the *Glasgow Herald* that White had here an immediate win with 45 Q to Q B 3 (!), Q t. Kt ch, 46 Q to B 3, Q to Q B 4 (Q 2), 47 Q to Kt 7 (!)

(R) Black must provide against the threatened continuation, 47 Kt to B 4.—If 46 P to Kt 4, White wins with 47 Q to Q 3, K to Kt 2, 48 Kt to K 7, Q t. P, 49 Q to Kt 6 ch, K to B sq, 50 Q t. B P ch, K to K sq, 51 Kt to B 5, Q to Q 2, 52 Q t. R P, P to R 4, 53 Q to R 8 ch, K to B 2 [53 Kt to B sq, 54 Q to R 5 ch, K to Q sq, 55 Q t. P ch], 54 Q to R 7 ch, K to K sq, 55 Q to Kt 8 ch, Kt to B sq, 56 Q t. P, P to R 5, 57 P to Kt 4, &c.

(S) If 51 P to Q R 4, White would win after 52 K to B 2, and 53 K to K 3, &c.

(T) This and my next move were superfluous.

(U) For after 60 Kt to Q 4 ch, K to Q 6, 61 Kt to K 6, P to Q R 4, White obviously dare not capture the Kt P.—The advance of the Pawn in two moves instead of one is well-timed, for White forces thereby the position of the hostile King, which he requires for the final manœuvre.

(V) Or 63 B P t. P ch, 64 P t. P, P t. P ch, 65 K t. P, K to K 6 [B 6, Kt 6], 66 K to Kt 6, K to B 5, 67 Kt to R 5, K to K 5, 68 Kt to B 6, K to B 5, 69 Kt to K 7, P to R 4, 70 K t. P, P to R 5, 71 P to B 6, P to R 6, 72 P to B 7 [72 Kt to Q 5 ch wins equally], P to R 7, 73 P queens ch.

(W) Or 65 P to R 4, 66 Kt to K 4 ch, K to K 8, 67 Kt t. P, P to R 5, 68 Kt to Q 5, P to R 6, 69 Kt to Kt 4, K to Q 7, 70 P to B 6, K to B 6, 71 P to B 7, &c.

Game 18, played on the 28th of May.

GIUOCO PIANO.

White.	Black.	White.	Black.
H. E. BIRD.	J. H. ZUKERTORT.		
1 P to K 4	P to K 4	47 P t. P	R t. P
2 Kt to K B 3	Kt to Q B 3	48 R t. R ch	K t. R
3 B to B 4	B to B 4	49 R to Kt 3 ch	K to B 3 (O)
4 P to B 3	Kt to B 3	50 R to Kt 4	K to K 4
5 P to Q Kt 4	B to Kt 3	51 R to Kt 5 ch	P to B 4
6 P to Q 3	P to Q 3	52 P to Kt 4	R to K B sq
7 P to Q R 4	P to Q R 4 (A)	53 P t. P	R t. P
8 P to Kt 5	Kt to K 2	54 R to Kt 8	R to R 4
9 B to K 3	B t. B (B)	55 R to K 8 ch	K to B 4
10 P t. B	P to B 3	56 R to B 8 ch	K to K 3
11 Castles	Castles	57 R to B 2	R to R 8
12 Kt to R 3	Kt to Kt 3	58 R to B 4	R to R 7 ch
13 B to Kt 3	P to Q 4	59 K to Q sq	K to K 4
14 K P t. P	P t. Q P	60 R to Kt 4	R to R 8 ch
15 Q to Q 2	B to Kt 5	61 K to Q 2	R to R 7 ch
16 P to Q 4	B t. Kt	62 K to Q sq	P to Kt 3
17 R t. B	R to B sq	63 R to Kt 5 ch	K to B 3
18 B to B 2 (C)	P to K 5	64 R to Q 5	R to R 8 ch
19 R to R 3 (D)	Q to B 2	65 K to B 2	R to R 7 ch
20 Kt to Kt sq	Kt to K 2 (E)	66 K to Q sq	R to R 6
21 B to Q sq	Kt to B 4	67 K to K 2	R to R 7 ch
22 Q to K B 2	Kt to Q 3	68 K to Q sq	R to R 8 ch
23 R to R 2	K R to Q sq	69 K to B 2	R to Q R 8
24 Q to R 4	Kt to B 4	70 R t. Kt (P)	P t. R
25 Q to Kt 5	Kt to K 2	71 P to Kt 6	R to K R 8
26 R to K B 2	R to Q 3	72 P to Kt 7 (Q)	R to R 7 ch (R)
27 R to Kt 3	Kt to Kt 3	73 K to B sq	R to R sq
28 B to Kt 3 (F)	Q to Q 2	74 Kt t. P ch	K to K 2 (!)
29 Q to B 5 (G)	Q t. Q	75 K to B 2	R to Q Kt sq
30 R t. Q	Kt to K 2	76 Kt t. P	K to Q 3
31 R to B 2	Kt to Q 2	77 Kt to K 4 ch	K to Q 4
32 K to B sq (H)	P to K Kt 3	78 Kt to B 6 ch	K to B 3
33 P to K R 4	P to R 4	79 K to B 3	R t. P
34 K to K sq	K to B sq	80 K t. P	R to Kt 5 ch
35 R to R 3	Kt to B 4	81 K to Q 3	R t. P
36 K to Q 2	Kt to B 3	82 Kt to K 4	R to R 6 ch
37 B to Q sq (I)	Kt to Kt 5	83 K to Q 4	K to Kt 4
38 R to B 4 (J)	K to Kt 2	84 Kt to Q 6 ch	K to Kt 5 (S)
39 B to K 2	R to K B 3	85 Kt to B 4	R to R 8
40 P to B 4 (K)	P t. P	86 Kt to Kt 2	P to R 5
41 Kt to B 3	Kt t. Q P (!)	87 Kt to Q 3 ch	K to Kt 6
42 B t. Kt (L)	Kt to Kt 6 ch	88 Kt to B 5 ch	K to B 7
43 K to K sq	P t. B	89 P to K 4	P to R 6
44 R t. P	Kt to B 4	90 K to B 4	P to R 7
45 K to K 2 (M)	R to K 3 (N)		
46 P to R 5	R to Q sq		

Resigns (T).

(A) The usual continuation is

7 P to Q R 3; the text move, however, is equally satisfactory.

(B) The only reply which avoids a badly doubled Pawn, for if 9 P to B 3, then 10 P t. P, B t. B [10 P t. P, 11 B t. P ch, K t. B, 12 Q to Kt 3 ch, and 13 Q or B t. B], 11 P t. P, B t. P ch, 12 K t. B, B t. P, 13 Q to Kt 3, &c.

(C) Obviously to prevent the double attack against the B P with 18 Kt to K 5, but it would have been much better, I think, to advance the threatened Pawn.

(D) Any direct attack has no chance of success, and the awkward position of the Rook must finally prove very troublesome.

(E) Ill-judged: the Q Kt was required at Kt 3 for defensive purposes and has finally to return there after a promenade of six moves. Black had two promising continuations: (1) 20 Kt to Q 2, followed by 21 P to B 4 or by 21 Kt to Kt 3, acc.; (2) 20 R to Q sq, 21 R to Q 3, and 22 Kt to Q 2, &c.

(F) Very tempting, but disastrous would be:

28 P to B 4 Q t. P (!)

If 28 P t. P (?), then 29 Kt to B 3, and White will soon recover the sacrificed Pawn with a fine position.

29 R to B 2 Q t. R
30 B t. Q R t. B
31 Kt to R 3 R to B 8 ch
32 K to B 2 R to Q R 8
33 Q to B 5

If 33 P to R 4, then 33 P to R 8 or R 4.

33 Kt to Q 2
34 K to K 2 R t. Kt,

with a decisive superiority of forces and position.

(G) Of course, White dare not prepare the advance of the B P with 29 R to B 2, for Black would

then win the Queen with 29 P to R 3.—Mr. Bird proposed here the continuation 29 R t. Kt, R t. R (?), 30 Q t. P, Q to B 4, 31 Q t. Q, R t. Q, 32 B to B 2. The sacrifice of the exchange would have been absolutely unsound, however, for I would have retaken with the Pawn, and if 30 Q to R 6, then 30 P to B 4, 31 R to R 3, Kt to B sq, &c.

(H) Threatening to continue with:

33 Kt to Q 2 R t. P
34 Kt t. P P t. Kt
35 R t. P (!)

White could not at once enter on this line of play, for Black would first check at B 8 and exchange Rooks, and then capture the Knight.

(I) White still dare not play the Knight, *e.g.*:

37 Kt to R 3 Kt to Kt 5
38 R to B sq (B 4) Q Kt t. K P
39 K R t. Kt Kt t. R
40 K t. Kt R t. P ch,
and
41 R t. B

(J) After 38 B t. Kt, P t. B, 39 R to R sq Black would get a winning advantage with 39 R to B 5.

(K) It is difficult to suggest any other continuation for White: it is obvious that neither K nor K R dare move; if 40 Kt to R 3, then 40 Q Kt t. K P, 41 R t. R, K t. R, &c.—cf. note (I); if 40 B to Q sq, then likewise 40 Q Kt t. K P, 41 R t. R, Kt to B 5 ch, and 42 K t. R; if at last 40 B t. Kt, P t. B, 41 R t. Kt P, then 41 R to B 5, 42 P to R 5, R t. R P, 43 P t. P, R to R 7 ch, 44 K moves, K R t. P, &c.

(L) Best, for if 42 R t. R, then 42 Kt to Kt 6 ch, 43 K moves, Kt t. R; if 42 Kt t. P, then 42 R t. R, 43 P t. R, Kt t. B, 44 K t.

Kt, R to K sq, 45 K to B 3, P to B 6 (!), 46 R to R sq, R t. Kt, &c.

(M) After 45 Kt t. P, Kt t. Kt, 46 R t. Kt, Black wins with 46 . . . P to B 6.

(N) The Pawn needed no additional protection, and I might have played at once R to Q sq, *e.g.* :

45	R to Q sq
46 Kt t. P	Kt t. Kt
47 R t. Kt	P to B 6
48 R to Q B 4	

Or 48 R to K B 4, R to Q 7 ch, 49 K to K sq [49 K to B 3 or B sq, P to B 7], R t. P, 50 K to Q sq (best), R to Q 3 ch, 51 R to Q 4, R to Q 7 ch, 52 R t. R, R t. R ch, 53 K to B sq, R to Q R 7.

48	R to Q 7 ch
49 K to K sq	K R to B 7
50 R t. P	Q R to K 7 ch
51 K to Q sq	R to Q R 7
52 R to B 3	R t. Kt P
53 R to K B sq	R t. P
54 R to B 7	R to R 8 ch
55 R to B sq	R t. R ch
56 K t. R	R to Kt 5
57 R to Q sq	

Or 57 R to B 4, R t. R, 58 P t. R, K to B 3.

57 R to B 5 ch
and

58 R to Q Kt 5

Another strong continuation was 45 . . . R to K sq, threatening 46 . . . Kt to Q 6, 47 Kt t. P, R t. Kt, 48 R t. R, R to B 7 ch, 49 K to Q sq, P to B 6.

(O) Throwing away an easy win which I could force with :

49	K to B 4
50 R to Kt 7	P to B 3
51 P to Kt 4 ch	

Or 51 R to Q B 7, P to Kt 3, 52 R to B 6, R to Q 6, &c.

51	K to K 3
52 R to Q B 7	P to Kt 3
53 R to B 6 ch	R to Q 3
54 R t. R ch	

If 54 R to B 7 or B 8, then 54 . . . R to Q 6; if 54 R t. Kt, then 54 . . . P t. R, 55 Kt t. P, R to Q sq, 56 Kt t. P ch, K to K 4, 57 P to Kt 6, P to B 6, 58 P to Kt 7 [58 Kt to Q 3 ch, K to Q 4, and 59 . . . K to B 5], P to B 7, and must win.

54	K t. R
55 K to Q 2	K to K 4
56 K to B 2	P to B 4
57 P t. P	K t. P
58 K to Q 2	K to Kt 5
59 K to K 2	K to Kt 6
60 K to K sq	K to B 6, &c.

(P) An ingenious sacrifice which secures the draw, but nothing more. It was over and over stated in the daily Press that Mr. Bird got a winning advantage against me. I do not know on whose authority the statement was made, but it has no foundation whatever, *cf.* note (Q).

(Q) A hasty advance which proves fatal. Black should have continued with :

72 Kt t. P ch	K to K 2
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Black would lose after 72 . . . K to K 4 by 73 P to Kt 7, R to R sq, 74 Kt t. P and 75 Kt to Q 7 or R 6.

73 P to Kt 7

If 73 Kt t. P, then 73 . . . R to R 3, 74 P to Kt 7, R to Q Kt 3, 75 K to B 3, K to Q 3, and White dare not take the Pawn.

73	R to R sq
74 Kt t. P	R to Q Kt sq
75 K to B 3	K to Q 3
76 K t. P	K to B 3
77 P to K 4	R to K R sq, and draws.

(R) The winning reply: the White King loses one move, which proves decisive.

(S) The game was here adjourned after nine hours' play.

(T) If 91 Kt to Q 3, then 91 . . . R to Q Kt 8; if 91 Kt to Kt 3, then 91 . . . R to K 8.

(Game 19, played on the 29th of May.

RUY LOPEZ.

White.	Black.	White.	Black.
R. ENGLISCH.	J. H. ZUKERTORT.		
1 P to K 4	P to K 4	46 B to Q 6	K to B 2 (P)
2 Kt to K B 3	Kt to Q B 3	47 B t. R	K t. B
3 B to Kt 5	Kt to B 3	48 K to K 2	K to K 3
4 P to Q 3	P to Q 3	49 K to B 3	K to K 4
5 Kt to B 3	P to K Kt 3	50 K to K 3 (Q)	P to B 5
6 P to K R 3	B to Kt 2	51 K to B 3 (R)	P to Kt 4
7 B to K 3	B to Q 2	52 K to K 3	P to B 4
8 Q to Q 2	P to K R 3	53 K to B 3	P to Kt 5
9 Castles, K R	Kt to K Kt sq (A)	54 K to K 3	P to R 4
10 P to Q 4	P t. P	55 P t. P	B P t. P
11 Kt t. P	K Kt to K 2	56 K to Q 2 (S)	K t. P
12 Q R to Q sq (B)	Kt to K 4	57 K to B sq	P to B 6
13 B to K 2 (C)	P to K Kt 4	58 K to Q sq	K to B 6
14 P to B 4	P t. P	59 K to B sq	K to K 7
15 B t. P	K Kt to Kt 3	Resigns.	
16 B to K 3	Kt to R 5		
17 R to B 2	R to K Kt sq		
18 K to R sq	P to Q B 3 (D)		
19 Kt to Kt 3 (E)	B to K B sq		
20 B t. K R P (P)	Kt t. P (!)		
21 R t. Kt (F)	R t. R		
22 K t. R	Q to R 5		
23 B to Kt 5 (G)	Q t. R P ch		
24 K to Kt sq (H)	Q to Kt 6 ch		
25 K to R sq	Q to R 6 ch		
26 K to Kt sq	Q to Kt 6 ch		
27 K to R sq	Kt to Kt 5		
28 B t. Kt	B t. B		
29 R to K B sq	B to B 6 ch		
30 R t. B	Q t. R ch		
31 Q to Kt 2	Q to R 4 ch		
32 K to Kt sq	K to Q 2		
33 K to B 2 (I)	B to Kt 2		
34 B to B 4	B t. Kt		
35 P t. B	R to K sq		
36 Q to B 3 (J)	Q to R 5 ch		
37 K to B sq (K)	P to K B 4 (!)		
38 Kt to B 5 ch (L)	P t. Kt		
39 Q to Q 3 ch	K to K 2 (M)		
40 Q to Q 6 ch	K to B 2		
41 Q to Q 7 ch	R to K 2		
42 Q t. P ch	Q to B 3		
43 Q to R 7 ch	K to K sq (N)		
44 Q to Kt 8 ch	Q to B sq (O)		
45 Q t. Q ch	K t. Q		

(A) Weak. I should have played 9 P to Kt 4, followed by Kt to K 2 and Kt to Kt 3. The text move causes all but irreparable loss of time and position.

(B) All this is played by Herr Englisch with consummate knowledge of the Opening. 12 P to B 4 would be very inferior, for Black would reply 12 P to B 4, and later on Castle on the King's side with a well-developed game.

(C) The best reply. If 13 P to B 4, Black would vastly improve his position with 13 B t. B, 14 either Kt t. B, Kt to B 5, 15 Q to B sq, Kt t. B, 16 Q t. Kt, P to Q R 3.

(D) Preparing the retreat of the K B, which is necessary to open the K Kt file. Black dare not play at once B to K B sq, for White would reply 19 Kt to Q 5.

(E) Extremely weak: White had two continuations, 19 Kt to B 5 or 19 Q R to K B sq, either of which would secure him the superior game.

(F) If 21 B t. B, then 21

Q to R 5, and Black will draw at least.

(G) After 23 Q to K 3, B t. B, 24 Q to Kt 3, Q t. Q ch, 25 K t. Q, Black would win easily with 25 . . . K to K 2, 26 R to K R sq, B to K 6, &c.

(H) If 24 K to B 2, Black mates with 24 . . . Q to R 7 ch, 25 K to K 3 [if 25 K to B sq or K sq, Black mates in two moves], Q to Kt 6 ch, 26 K to Q 4, P to B 4 ch, 27 Kt t. P, P t. Kt ch, 28 K to Q 5, B mates.

(I) Herr Englisch proposed here afterwards 33 B to B 4, but in examining the position together, we came repeatedly to the same result—viz., that after 33 . . . B to R 3, 34 B t. B, Q t. B, the exposed position of White's King led to decisive loss of material.

(J) Not to much purpose; but I do not think that White has any satisfactory continuation: his Pawns are all isolated and hopelessly weak.

(K) After 37 B to Kt 3, Q t. P, 38 Q t. Q [38 Q t. P ch, R to K 2, and wins], R t. Q, 39 K to B 3 [39 Kt to Q 4, P to Q B 4, 40 K to B 3, P to Q 4, 41 Kt to K 2, R to Q R 5, &c.], R to Q R 5, 40 Kt to B sq, R to R 6, 41 B to K sq, P to Kt 4, Black should win ultimately.

(L) A futile attempt to escape with a drawn battle, but he had no satisfactory reply, for he dare not take nor protect the Pawn, *e.g.*:

38 P t. P

Or 38 Kt to Q 2, P t. P, 39 Kt t. P, R to K B sq.

38 . . . R to K 8 ch

39 K to Kt 2 Q to R 8 ch

40 K to Kt 3 R to Kt 8 ch

41 K to B 2 R to B 8 ch

(M) 39 . . . K to B sq would not lead to a draw, but unnecessarily prolong the game, viz.: 39 . . . K to B sq, 40 Q to Q 6, Q to K 2, 41 Q to Kt 8 ch, K to Q 2, 42

Q t. P ch, K to K 3, 43 Q t. P ch, K to B 2, 44 Q to Q 5 ch, Q to K 3, 45 Q t. P ch, Q t. Q, 46 P t. Q, K to B 3, and must win with correct play.

(N) Inferior to 43 . . . K to B sq.

(O) A miscalculation which ought to have forfeited the victory. I had an easy win with 44 . . . K to Q 2, 45 Q to Q Kt 8, R t. P, 46 Q t. P ch, K to K sq, 47 Q to B 8 ch, K to B 2, 48 Q to Q 7 ch, R to K 2.

(P) 46 . . . P to B 5 would not have won, *e.g.*:

46 . . . P to B 5

47 K to K 2 K to B 2

48 B t. R K t. B

49 K to K 3 K to Q 3

50 K to Q 4, and Black must play for a draw.

(Q) White could draw here with:

50 P to B 4 P to Kt 4

51 K to K 3 P to R 3

52 K to B 3 P to R 4

53 K to K 3 P to Kt 5

54 K to B 3 P to R 5

55 K to K 3 P to R 6

56 K to B 3 K to Q 5

57 P to K 5

Pointed out by Mr. Hirschfeld, and much safer than 57 K to B 4, K to B 6, 58 P to K 5, K t. P at B 7, 59 P to K 6, P to Kt 6, &c.

57 . . . K t. K P

58 K to K 3, and secures an easy draw by keeping the opposition.

(R) The fighting is over, for if 51 P to R 4, then 51 . . . P to R 4, and 52 . . . P to Kt 4.

(S) Of course, if 56 P to B 3, then 56 . . . P to Kt 6, 57 P t. P, P t. P, 58 K to Q 3, P to R 5, 59 P to B 4, P to R 6, 60 K to B 3, P to Kt 7, 61 K to B 2, K t. P, &c.

Game 20, played on the 31st of May.

RUY LOPEZ.

White.	Black.
J. H. ZUKERTORT.	G. H. MACKENZIE.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	P to Q R 3
4 B to R 4	Kt to B 3
5 P to Q 4	P t. P
6 Castles	B to K 2
7 P to K 5	Kt to K 5
8 Kt t. P	Kt to B 4
9 Kt to B 5	Castles (A)
10 Q to Kt 4 (B)	P to K Kt 3 (C)
11 B t. Kt	Q P t. B
12 Kt t. B ch	Q t. Kt
13 Q to Kt 3	R to K sq
14 R to K sq	B to B 4
15 Kt to R 3	P to B 3
16 P to Kt 4	Kt to Q 2 (D)
17 Q to Q B 3 (E)	Kt t. P (F)
18 B to Kt 2	Q to B 2
19 Q to K Kt 3	P to Q R 4 (G)
20 P to Kt 5	P t. P
	[1st hour.]
21 Kt t. P	Kt to B 5
	[1st hour.]
22 B to B 3 (H)	P to B 3
23 Kt to Q 6	Kt t. Kt
24 Q t. Kt	K to Kt 2 (I)
25 P to K R 3 (J)	P to K Kt 4
26 B t. R P	B t. B P (K)
27 Q to Q 2	B to Kt 3
28 B to B 3	P to R 3
29 P to B 4	Q R to Q sq
30 Q to K B 2	R t. R ch
31 R t. R	B to Q 6
	[2nd hour.]
32 P t. P	P t. P
33 P to K R 4	P t. P
34 Q t. P	B to Kt 3
35 R to K B (L)	R to Q 3
	[2nd hour.]
36 R to B 3 (M)	Q to K 2
37 K to R 2	K to B 2
38 Q to R 6	P to Q B 4
39 P to R 4	R to R 3
40 P to R 5	Q to B sq

Given up as drawn (N).

(A) The best reply: he dare not capture the Bishop on account of 10 Kt t. P ch, K to B sq, 11 B to R 6, K to Kt sq, and White recovers the piece with the superior position by continuing with 12 Q to Kt 4, or he pursues the attack with 12 Kt to K 6, B P t. Kt, 13 Q to Kt 4 ch, B to Kt 4, 14 P to K B 4, Q to K sq, 15 P t. B, Q Kt t. P, 16 Q t. Kt, Kt to Kt 3, 17 Kt to B 3. —An equally unsatisfactory continuation is

9	P to K Kt 3
10 Kt t. B	Q t. Kt
11 Kt to B 3	Castles

Or 11 Kt t. B, 12 Kt to Q 5, Q to Q sq, 13 Kt to B 6 ch, K to B sq, 14 B to R 6 ch, K to K 2, 15 B to Kt 5, &c.—If 11 Kt t. P, then 12 R to K sq.

12 Kt to Q 5	Q t. P
13 B to R 6	R to Q sq

Or 13 R to K sq, 14 B to K B 4, Q t. P, 15 B t. Kt, Q P t. B, 16 Kt t. P, &c.

14 R to K sq	Q t. P
15 R to Kt sq	Q to Q 5

If 15 Q t. R P, then 16 B t. Kt, threatening mate in three moves.

16 B t. Kt	Q t. Q
17 Kt to B 6 ch	K to R sq
18 Q R t. Q	Kt P t. B
19 R to K 7, and wins.	

(B) Tempting, but unsound, is 10 B to R 6, P t. B, 11 Q to Kt 4 ch, B to Kt 4, 12 P to K B 4, P to K R 4 (I), and whatever White play, Black will remain a piece ahead with a defensible position.

(C) Again choosing the best defence: the plausible move Kt to K 3 would be very inferior, e.g.:

10 Kt to K 3
 11 B t. Kt Q P t. B
 If 11 Kt P t. B, then 12 B
 to R 6, B to Kt 4, 13 Kt t. P (!)
 12 R to Q sq B to Q 2
 If 12 Q to K sq, then equally :
 13 B to R 6

(D) The only move which secures the gain of the Pawn: if 16 Kt to K 5, then 17 Q to Kt 3 ch, anything, 18 P t. P.

(E) If now Q to Kt 3 ch, Black may reply 17 Q to B 2, winning the Pawn, or 17 Q to K 3, for if 18 P t. P, then 18 Q t. Q, winning off hand.

(F) Best: if 17 P t. P, White recovers the Pawn with 18 P to K B 4 and 19 B to Kt 2.

(G) If 19 Q R to Q sq, with the intention to proceed after 20 B t. Kt, P t. B, 21 R t. P, with 21 Q t. P (!), White plays 20 P to R 3.

(H) After 22 Kt t. P, R t. R ch, 23 R t. R, R to Q B sq, Black wins a piece.

(I) After the exchange of Knights Black's extra Pawn is of little importance, and an ultimate draw on account of the Bishops of different colours almost certain, but the way which Black chooses for the defence of the attacked Pawn needlessly

exposes him to a very harassing attack.—I would suggest 24 R to K 3 instead of the text move.

(J) Intending to proceed with P to Kt 4 and P to Kt 5.—If 25 B t. R P, then 25 R t. R ch, 26 B t. R [26 R t. R, R t. B (!), 27 R to K 7, R to Q 4, 28 R t. Q ch, K t. R, 29 Q to B 7 ch, R to Q 2, and wins], R t. P, &c.

(K) It is obvious that Black dare not capture the Bishop after the exchange of Rooks, and if at once R t. B, then 27 R t. R, Q t. R, 28 Q to B 7 ch, and 29 Q t. R.

(L) 35 P to Kt 4 was very tempting, but it would render the position of the White King too exposed, viz.: 35 R to Q 6, 36 B to Kt 2 or R sq, Q to B sq, threatening 37 Q to B 4 ch.

(M) If now P to Kt 4, Black rejoins with 36 Q to K 2, 37 Q to B 2, B to Q 6, 38 R to K sq, R to K 3, &c.

(N) The continuation would be 41 R t. P ch, R t. R, 42 Q t. Q ch, K t. Q, 43 B t. R, K to B 2, 44 B to Kt 5, K to K 3, 45 K to Kt 3, K to Q 4, 46 K to B 2, K to B 5, 47 K to K sq, K to Kt 4, 48 B to K 7, P to B 5, 49 B to Q 8, &c.

Game 21, played on the 1st of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. H. ZUKERTORT.	J. NASON.		
1 Kt to K B 3	P to Q 4	7 P to B 4	P to B 3
2 P to Q 4	Kt to K B 3	8 Kt to B 3	Q Kt to Q 2 (A)
3 P to K 3	B to Kt 5	9 P to Q Kt 3	R to Q B sq
4 B to K 2	B t. Kt	10 B to Q 2 (B)	B to Kt sq (C)
5 B t. B	P to K 3	11 R to K sq (D)	P to K R 4
6 Castles	B to Q 3	12 P t. P	B P t. P
		13 P to K 4	P t. P

White.	Black.
14 Kt t. P	Kt t. Kt
15 B t. Kt	Kt to B 3
	[1st hour.]
16 B t. P	B t. P ch
17 K to B sq	R to Q Kt sq
18 Q to B 3	B to Q 3 (E)
19 B to Kt 5	B to K 2 (F)
	[1st hour.]
20 Q R to Q sq (G)	Castles
21 B t. Kt (H)	B t. B
22 B to K 4	P to Kt 3 (I)
23 P to Q 5	P t. P
24 R t. P	Q to Kt 3
25 Q to Kt 3	B to Kt 2
26 R to Q 6	Q to B 4
27 K R to Q sq	Q R to K sq (J)
28 B to Q 5	Q to B 7
29 B to B 4	K to R 2
30 Q R to Q 2	Q to B 4
	[2nd hour.]
31 Q to B 7	B to B 6
32 R to Q 3 (K)	B to Kt 2
33 R to Q 5 (L)	Q to B 3 (M)
	[2nd hour.]
34 Q t. R P (N)	R to Q R sq
35 Q to B 5	R t. P
36 P to Q Kt 4	R to B 7 (O)
37 R t. P ch	K to Kt sq (P)
38 R to R 3	R to B 6
39 R t. R	Q t. R
40 P to Kt 5	B to B 3
41 P to Kt 6	K to Kt 2
42 P to Kt 7	R to K R sq
43 K to Kt sq	B to K 4
44 Q to Q 5	B to R 7 ch
45 K to B sq	Q to B 3
46 Q t. P ch (!)	Q t. Q
47 B t. Q	K t. B (Q)
	[3rd hour.]
48 P to Kt 3	B t. P
49 P t. B	K to K 3
50 K to Kt 2	R to Q Kt sq
51 R to Q Kt sq	K to B 4 (R)
52 K to B 3	K to Kt 4
53 R to Kt 5 ch	K to B 3
54 K to Kt 4	K to Kt 2
55 K to Kt 5	K to R 2
56 R to Kt 6	K to Kt 2
57 R t. P ch	K to B 2
58 R to Kt 6	Resigns.

(A) After 8 P t. P, 9 Q to

K 2, Black dare not protect the Pawn with 9 P to Q Kt 4, on account of 10 Kt t. P, &c.

(B) White dare not advance the K P at once, for Black would reply 10 B to Kt 5.

(C) Preparing already an attack against the adverse King's flank.

(D) Opening an outlet for his King, and intending at the same time to force a breach in the centre.

(E) If 18 Q t. P, then :

19 B to B 3 Q to K Kt 5
Or 19 Q to Kt 3, 20 B t. Kt, P t. B [20 Q t. B, 21 Q t. Q, R t. Q, 22 B t. P, with the better position for the end-game], 21 Q t. P, R to Kt sq, 22 B to B 3, &c.

20 B t. Kt Q t. Q
21 B t. Q P t. B
22 P to Kt 3 P to R 5
23 K to Kt 2

(F) If 19 Kt to Kt 5, White wins a piece with :

20 R t. P ch K to B sq
If 20 P t. R, then 21 B to B 6 ch; if 20 B to K 2, then 21 R t. B ch, Q t. R, 22 Q to B 6 ch, Q to Q 2, 23 R to K sq ch, &c.
21 B t. Q Kt to R 7 ch
22 K to K 2 Kt t. Q
23 R t. B

(G) 20 B to B 4, B to Q 3, 21 Q to B 6 ch, K to K 2, would be rather in Black's favour.

(H) The exchange leads to Bishops of different colours, but it provides White with a fine attack.

(I) If 22 B t. P, White would win with :

23 Q t. P P to B 4
Or 23 P to Kt 3, 24 B t. P, P t. B, 25 Q t. P ch, K to R sq, 26 Q to R 6 ch, K to Kt sq, 27 Q t. P ch, K to R sq [27 R to B 2 or K to Kt 2, 28 Q to Kt 4 ch and 29 Q or R t. B acc.; 27 K to R 2, 28 Q to K 4 ch, &c.], 28

D

Q to R 3 ch, K moves, 29 Q to Kt 4 ch, K moves, 30 R t. B.

24 B to Q 3 R to B 3

If 24 R to Kt 3, then 25 B to B 4, R to B 3 [25 Q to B 3, 26 R t. P, R t. R, 27 R t. B], 26 Q to R 4, R to Q 3, 27 R t. P, &c.

25 R t. P R t. R
26 B to B 4 R to Kt 3

If 26 Q to B 3, Q 3 or Kt 3, then 27 R t. B.

27 R to K sq Q to K 2
Or 27 Q to B 3, 28 Q to K 8 ch, K to R 2 (Q to B sq), 29 B t. R.

28 Q t. P,
and recovers the Rook with two Pawns to the good.

(J) Black dare not attempt to win the exchange with 27 B to K 4 on account of 28 R t. P ch, P t. R, 29 Q t. P ch, B to Kt 2, 30 B to Q 5 ch, winning the Queen or mating.

(K) Intending to continue with 33 R to K B 3, and avoiding the trap 32 B t. P (?), R to B sq (!), I missed, however, the strongest continuation which would secure at least the gain of a Pawn, viz.: 32 R to Q 7, for if 32 K to Kt 2, then 35 B t. P.

(L) 33 P to E 4 would be best, I think. Of course, if 33 R to K B 3 (?), then 33 Q to B 7 (!).

(M) The right reply, which threatens the continuation R to K 2 or Q to R 5 acc.—If 33 Q to

B 7 (?), then 34 Q R to Q 2 and 35 Q t. R P.

(N) If now R to Q 7, then 34 Q to R 5, 35 K to Kt sq, B to K 4 (!), 36 R t. P ch, K to R 3 (!), 37 R to R 7 ch, K to Kt 4, and wins.

(O) Obviously a mistake. Black could not equalise the game with:

36 R to B sq
37 R t. P ch P t. R

Or 37 B to R 3, 38 R t. B ch, K to Kt 2 [38 K t. R, 39 Q to K 3 ch, K to Kt 2, 40 B t. R], 39 Q to K 3, R t. B, 40 R to R 3, R to B 5, 41 R to B 3, &c.

38 Q t. P ch K to Kt sq
39 B t. R,

and if 39 R to B 7, then:

40 R to Q 8 ch Q t. R

Or 40 B to B sq, 41 Q to Kt 4 ch, Q to Kt 2, 42 B t. P ch, K t. B, 43 Q to B 5 ch, &c.

41 Q t. P ch K to R 2
42 Q to B 5 ch K to R 3
43 Q t. R

(P) Of course, if 37 P t. R, then 38 B to Q 3 ch, &c.

(Q) After 47 . . . B to Kt sq, 48 R to Q 7, White's victory is only a question of time, notwithstanding the Bishops of different colours, Black cannot guard sufficiently his weak Pawn and at the same time prevent White from forcing with Rook and King the gain of a piece for the Kt P.

(R) Or 51 K to Q 3, 52 K to B 3, K to B 2, 53 K to Kt 4, &c.

Game 22, played on the 4th of June.

IRREGULAR OPENING.

White.	Black.
J. H. ZUKERTORT.	M. TORIGORIN.
1 P to Q 4	P to Q 4
2 P to K 3	Kt to K B 3
3 Kt to K B 3	B to Kt 5
4 B to K 2	P to K 3
5 P to B 4	P to B 3
6 Kt to B 3	Q Kt to Q 2
7 Q to Kt 3	Q to B 2
8 B to Q 2	R to B sq
9 R to Q B sq	B to K 2
10 P to K R 3	B to R 4
11 P t. P	Kt t. P (A)
12 P to K 4	Kt t. Kt
13 P t. Kt	Castles
14 Castles	P to K 4
15 K R to K sq	Q R to Q sq
	[1st hour.]
16 R to Kt sq (B)	B t. Kt
17 B t. B	P to Q Kt 3
18 B to K 3	P to B 4
19 P to Q 5	P to K R 3
	[1st hour.]
20 P to B 4	Kt to B 3 (C)
21 Q to Kt 5 (D)	Kt to K sq
22 R to Kt 3 (E)	Kt to Q 3
23 Q to R 6	B to Kt 4
24 R to R 3	R to Q 2
25 B t. B	P t. B
26 R to Q sq	Q to Q sq
27 B to Kt 4 (F)	R to B 2
28 R to Q B 3	P to Kt 3
29 B to Q sq (G)	K to Kt 2
30 P to Q R 4	Q to B sq
31 Q t. Q	K R t. Q
32 B to B 2 (H)	Kt to Kt 2
	[2nd hour.]
33 K to R 2	R to K R sq
34 R to K Kt 3	P to B 3
35 B to Q sq	Kt to Q 3
36 R to Q B 3	R to K sq
37 B to B 2	P to B 4
38 P to Kt 4	P to B 5
39 P to B 3	K to B 3
40 B to Q 3	Kt to Kt 2
41 R to Q Kt sq	K to K 2
	[2nd hour.]
42 B to B sq	K to Q 3
43 R to Q sq	R to R 2

White.	Black.
44 R to Q Kt sq	K to B 2
45 R to Kt 5	K R to K R sq
46 R to B sq	P to R 3
47 R to Kt 2	Kt to Q 3
48 K to Kt sq	R to Q Kt sq
49 Q R to Kt sq	Q R to R sq
50 K to B 2	R to Kt 2
	[3rd hour.]
51 K to K sq	R to R sq
52 K to Q 2	Q R to Q Kt sq
Given up as a draw.	

(A) He dare not retake with the K P, for White would then win a Pawn with 12 P to Kt 4, B to Kt 3, 13 P to Kt 5, and 14 Kt t. P.

(B) After 16 Kt t. P, Kt t. Kt, 17 B t. B, Black would win the exchange with 17 Kt to Q 6.

(C) Black should force at once the exchange of the Bishop with B to Kt 4.

(D) I played this part of the game in a poor style: I ought to have taken advantage of Black's omission and continued with 21 B to Q 2 and 22 P to Q R 4, with a decidedly superior position.

(E) There was still time to avoid the exchange of Bishops with B to Q 2, and if 22 B to Kt 4, then 23 B to B 3.

(F) Worse than useless: I should have continued with 27 R to B 3, threatening to break up Black's Pawns on the Queen's flank with 28 P to Q R 4, for if 28 Q to B sq (?), then 29 Q t. Q, R t. Q, 30 B to Kt 4, winning the exchange or two Pawns, viz.: 30 P to B 4, 31 B t. P, Kt t. B, 32 P t. Kt, R to K sq, 33 R to K Kt 3.

(G) Anticipating the advance of the adverse B P.

(H) Owing to the nature of the position and pieces—Bishop *versus* Knight—White has now to play a waiting game, taking sufficient care to prevent any hostile attempt to break through.

Game 23, played on the 5th of June

GIUOCO PIANO.

White.	Black.	White.	Black.
DR. NOA.	J. H. ZUKERTORT.		
1 P to K 4	P to K 4	44 P t. P	B to Q 2
2 Kt to K B 3	Kt to Q B 3	45 Kt to R 6	K to B 5
3 B to B 4	B to B 4	46 K to B 2 (I)	B to B 3
4 P to Q 3	Kt to B 3	47 K to K 2	Kt to B 6 ch
5 Kt to B 3	P to Q 3	[3rd hour.]	
6 B to K 3	B to Kt 3	48 K to B 2 (J)	Kt to Q 8 ch
7 Q to Q 2	Q to K 2	49 K to K 2	Kt to K 6
8 B to K Kt 5	B to R 4	50 Kt to Kt 8	Kt t. P
9 P to Q R 3	P to K R 3	51 Kt to K 7	B to Kt 2
10 B to K 3	B to K 3	52 Kt to Kt 6 ch	K to B 4
11 B to Q Kt 5	Castles, K R	53 Kt to B 8 (K)	Kt to K 4
12 P to R 3	Kt to Q 2	54 K to Q 2	P to Kt 5
13 P to Q Kt 4 (A)	B to Kt 3	55 K to K 2	P to Kt 6
14 B t. Kt	P t. B	56 K to B sq	B to Q 4
15 Kt to K 2 (B)	P to K B 4	Resigns. (L)	
16 P t. P	R t. P		
17 Kt to R 2	P to Q 4 (C)		
[1st hour.]			
18 B t. B	R P t. B		
19 Castles, K R	P to B 4		
20 P to K B 4	B P t. P		
21 R P t. P	R t. R		
22 R t. R	P t. P		
23 Kt t. P	Q to Kt 4		
	[1st hour.]		
24 R to K B sq	Kt to B sq		
25 Q to B sq	P to Q 5 (!)		
26 Kt to K 2 (D)	R t. R ch		
27 K t. R (E)	Q t. Q ch		
28 Kt t. Q	B to Q 4		
29 Kt to K 2	Kt to K 3		
30 Kt to Kt 4	K to B 2		
31 Kt to K 5 ch	K to B 3		
32 Kt to Kt 4 ch	K to K 2		
33 Kt to K 5	K to Q 3		
34 Kt to Kt 6 (F)	P to B 4		
35 P t. P ch	P t. P		
36 Q Kt to B 4 (G)	Kt to B 2		
37 K to K 2	B to B 2		
[2nd hour.]			
38 P to Kt 3	Kt to Kt 4		
39 P to Kt 4	B to K sq		
40 Kt to R 4	P to Kt 4		
41 Kt to B 5 ch	K to K 4		
42 Kt to Kt 2	P to R 4		
43 Kt to K sq (H)	P t. P		

(A) 13 P to K Kt 4 was more to the purpose.

(B) Again, I would prefer P to Kt 4.

(C) Here I missed a very promising continuation, viz.: 17 P to B 4 followed by B to Q 4.

(D) After 26 Kt t. B, Q t. Q, 27 R t. Q, Kt t. Kt, Black wins easily on the Queen's side.

(E) It would be better, I think, to preserve Queens with 27 Q t. R, for if 27 B t. P, then 28 Kt t. P.

(F) Intending to meet 34 K to B 3 with 35 Kt to K 7 ch, but 34 Kt to B 7 ch would be equally effective, for after 34 K to B 3, 35 Kt to K 5 ch, Black dare not continue with 35 K to Kt 4 on account of 36 P to B 4 ch, and if 36 P t. P e.p., then 37 Kt t. P ch, winning the Bishop.

(G) Dr. Noa thought that the ultimate loss was occasioned by this move, and he proposed 36 K Kt to B 4 in its stead. Black would equally continue with 36 Kt to B 2, and after 37 K to K sq, P

to Kt 4, 38 Kt t. B, Kt t. Kt, 39 K to Q 2, K to K 4, he has the superior ending.

(H) If 43 Kt to Kt 7, then 43 B to B 3, 44 Kt to K sq [44 P t. P, B t. Kt, 45 P to R 6, K to B 3; or 44 K to B 2, P t. P, 45 P t. P, B t. Kt, 46 K t. B, Kt to R 6], P t. P, 45 P t. P, B to Q 2, 46 K to B 3, Kt to R 6 and 47 B to R 5.

(I) A trap: should Black capture the Pawn, White would win the Bishop with 47 Kt to Kt 2 ch.

(J) If 48 K to Q 2, Black wins with:

48 B to Q 4
49 Kt to B 5
Or 49 K to B sq, K to K 6 and 50 K to K 7.
49 K t. P
50 Kt to K 7
Or 50 Kt to R 6 ch, K to B 5.
50 K to Kt 6
51 Kt to Kt 6 P to Kt 5, &c.

(K) An awkward square for the Knight, but White had no choice, for if 53 Kt to K 7 ch, Black wins with 53 K to B 3, 54 Kt to Kt 8 ch, K to B 2.

(L) The game was here adjourned, and Dr. Noa resigned a few minutes before seven. His game is hopeless: a plausible continuation would be:

57 Kt to Kt 2

Necessary to rescue the K Kt which is threatened by 57 K to B 3, 58 Kt to R 7 ch, K to Kt 3, 59 Kt to B 8 ch, K to Kt 2.

57 K to Kt 5
58 Kt to R 7 K to R 6
59 Kt to B 4 ch

Or 59 Kt to Kt 5 ch, K to R 7, &c. If 59 K to Kt sq, then 59 Kt to B 6 ch, 60 K to B sq [60 K to R sq, Kt to K 8], Kt to R 7 ch, 61 K to Kt sq, B t. Kt, 62 Kt to Kt 5 ch, K to Kt 5, &c.

59 K to R 7,
and must win the Kt for the passed Pawn.

Game 24, played on the 6th of June.

EVANS' GAMBIT DECLINED.

White.	Black.	White.	Black.
M. TCHIGORIN.	J. H. ZUKERTORT.		
1 P to K 4	P to K 4	16 Kt t. P	P to Q 4 (E)
2 Kt to K B 3	Kt to Q B 3	17 P to R 4 (F)	P to Q 5 (!)
3 B to B 4	B to B 4	18 P to Q R 5 (G)	P t. P
4 P to Q Kt 4	B to Kt 3 (a)	19 P t. B	P t. Kt
5 Castles	P to Q 3	20 K R to Q sq	P t. P
6 P to Q R 4	P to Q R 3	21 R t. P	K R to Q sq (H)
7 P to B 3	B to Kt 5 (A)	22 R to Kt 2	P to Kt 4 (I)
8 P to Q 3	Q to B 3	23 R to K sq	R to Q 5
9 B to K 3	K Kt to K 2	24 R to K 3	R t. Kt P
10 Q Kt to Q 2 (B)	Kt to Kt 3 (C)	[1st hour.]	
11 B to K Kt 5	Q t. B	25 R to Q 2	B to B 5
12 Kt t. Q	B t. Q	26 R to K B 3	Kt to Q 5
13 B t. P ch	K to K 2	27 R to K Kt 3 (J)	Kt to K 7 ch
14 B t. Kt (D)	B to K 7	28 R t. Kt	B t. R
15 K R to K sq	B t. P	29 B to B 5	R to K Kt sq
		30 R to Kt 6	B to B 5

White.	Black.
31 R to Kt 6	R to Kt sq
32 Kt to Kt 5 (K)	P to R 4
33 R to Kt 6	P to R 5
34 R t. P ch	K to Q 3
35 R to Q 7 ch	K to B 4
36 Kt to K 6 ch	B t. Kt (L)
37 B t. B	R t. P
38 P to R 5	R to K R sq
39 P to Kt 4	P to R 6
40 R to Q 2 (M)	P to Kt 5
41 P to B 3	R to Q B 5
[2nd hour.]	
42 R to Q 5 ch	K to B 3
43 R to R 5	P to Kt 4 (N)
	[1st hour.]
44 R to R 6 ch	K to Kt 2
45 B t. R	K t. R (O)
46 B to Kt 3 (P)	K to Kt 3
47 K to B 2	R to R sq
48 B to R 2	P to Kt 6
49 B t. P	P to R 7
50 B t. P	R t. B ch
51 K to K 3	P to Kt 5
52 P to R 6	R to R 7

Resigns.

(A) With this and the next move I left the beaten track of the opening.

(B) After 10 B t. B, P t. B, 11 Q Kt to Q 2, Kt to Kt 3, I would soon get a fine attack against the adverse King's quarters, for whether White proceed with 12 P to R 3 or R 4, my reply would be 12 P to K R 4 (!)

(C) The first move of a well-conceived stratagem, by which I got the superior game.

(D) White must recover the piece temporarily sacrificed, but neither Q R nor K R t. B would be better than the text move, *e.g.* :

I.

14 Q R t. B	Kt to B 5
Threatening to win a piece by 15 P to R 3.	
15 B to B 4	Kt to K 7 ch
16 K to R sq	K Kt t. P
17 R to B sq	

Or 17 R to R sq, Q Kt t. P, 18 R to R 3, B to Q 5, 19 R to B sq, Kt to K 7, 20 R to Q Kt sq, P to B 4, &c.

17	Kt t. R P
18 R to R sq	Kt to Kt 7

II.

14 K R t. B	Kt to B 5
Or 14 Q R to K B sq, 15 B t. Kt, B t. P ch and 16 P t. B.	
15 B to B 4	Kt to K 7 ch
16 K to B sq	K Kt t. P
17 K R to B sq	B to Q 5

(E) The resource I relied upon when I offered to my opponent the opportunity to win a Pawn.

(F) The text move is obviously played to permit the retreat of the K Kt, which is completely out of play—17 Kt to Kt 5 (?), K to B 3. The capture of the Pawn would lose a piece for three Pawns, which, however, being divided on both wings, cannot be considered together with the Knight an equivalent for the two hostile Bishops, *viz.* :

17 P t. P	B t. B
18 P t. Kt	B t. Kt
19 P t. P	Q R to Q Kt sq
20 R t. P ch	K to B 3
21 Q R to K sq	B to K B 4

and

21	R t. Kt P
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Mr. Tchigorin thought he ought to have continued with:

17 P to R 5	B to R 2
18 Q R to B sq	P to Q 5
19 P t. P	B t. P

I freely admit that this would have been better, but I fail to see how White would guard effectively his Pawns on the Queen's flank after Black had protected his Q B P with K to Q 3.

(G) If 18 P t. P, then 18 Kt t. Kt P, and 19 B or P t. P acc.

(H) The safest continuation, but

I might have taken the Kt P at once, e.g.:

21	Kt t. P
24 R to R 4	P to R 4
25 R t. Kt	P t. R
26 R t. B	R to R 6
27 R to B 2	

Or 27 R to Q 5, P to Kt 6, 28 R t. P ch, K to Q 3, 29 R to Q Kt 5, K to B 3, 30 R to Kt 4, K to B 4.

27	P to Kt 6
28 R to Kt 2	R to Q B sq, &c.

(I) If 22 R to Q 5, then 23 P to Kt 5 (I)

(J) Which loses the exchange, but White must try to get some attack at any price, for a quiet line of play in face of the adverse three Pawns would lead to a speedy collapse.

(K) 32 R to Kt 6 I intended to meet with 32 B to B 2, 33 R t. P, R to Kt sq, forcing the exchange.

(L) 36 K to Kt 3 would have won quicker, for nothing could stop the R P.

(M) If 40 R t. P, then 40 P to R 7, 41 B t. P, R t. P ch, 42 K to B sq, R t. P, &c.

(N) Threatening to win the Rook with 44 K to Kt 3.

(O) Equally decisive would be 45 P t. B, 46 R to R 4, P to Kt 6, 47 R t. B P [47 R t. R P, P to Kt 7], P to R 7, 48 R to R 4, P to Kt 7, &c.

(P) Or 46 B to R 2, P to Kt 6, 47 B t. P, K to R 4, &c.

(a) The young student may remark that Zukertort, who is the acknowledged authority on the Evans' Gambit, and has exhausted, by his published analyses, every form of this opening, playing to the state of his score, which now required no risks to be run to insure him the first prize, selected to refuse the Gambit, and obtain that form of the Giuoco Piano, which, in his opinion, and that of all masters except Mr. Bird, gives a slight but decided superiority of position to the defence.

Game 25, played on the 7th of June.

RUY LOPEZ.

White.	Black.	White.	Black.
W. STEINITZ.	J. H. ZUKERTORT.		
1 P to K 4	P to K 4	15 B to K 3	B to K 2 (F)
2 Kt to K B 3	Kt to Q B 3	16 Q Kt to Q 2	Castles
3 B to Kt 5	P to Q R 3	17 B to B 2 (G)	P to Q B 3
4 B to R 4	Kt to B 3	18 P to B 4	Q Kt to Kt 3
5 P to Q 3	P to Q 3	[1st hour.]	
6 P to B 3	P to K Kt 3	19 Kt to K Kt sq	Q to R 2
7 P to Q 4 (A)	P to Q Kt 4 (B)	20 P to Kt 3	K R to B sq (H)
8 B to B 2	B to Q Kt 2 (C)	21 P t. P	Q t. P
9 P to Q 5	Kt to K 2	22 Kt to K 2	P to R 4
10 P to Q R 4	P t. P (D)	23 Kt to Q B 3	P to R 5 (I)
11 B t. P ch	Kt to Q 2	24 Kt t. P (J)	Kt t. Kt
12 P to R 4 (E)	P to R 3	25 P t. Kt	B to Q sq
13 P to R 5	P to Kt 4	26 Castles	B to R 4
14 P to K Kt 4	Kt to B sq	27 Q to K 2 (K)	B t. Kt
			[1st hour.]

White.	Black.	White.	Black.
28 Q t. B	Q t. B P	78 R to Kt 8 ch	K to B 5
29 B to Q 3	Q to K 3	79 R to K R 8	P to R 6 ch
30 P to B 3	Kt to B 4 (L)	80 K to R 2	K to B 6 (X)
[2nd hour.]		81 R to K Kt 8	R to B 4
31 B t. Kt	P t. B	82 R to Kt 7	K to B 5
32 K R to Kt sq	P to B 5 (M)	83 R to Kt 8	R to B 2 (Y)
33 B to B 2 (N)	P to B 6	84 R to Kt 6 (Z)	R to Q R 2
34 Q to K 3	B to R 3	85 R to B 6 ch	K to Kt 4
35 R to Kt 6 (O)	R to B 3	86 R to B 2	K to R 5
36 P to R 5	Q R to Q B sq	87 R to B sq	R to R 5
37 K to B 2	Q to B 5	88 R to Q Kt sq	P to Kt 6 ch
38 B to Kt 3	Q to Q 5	89 K to R sq	P to R 7
39 B to Q 5	R t. R	Resigns.	
40 P t. R	P to B 7		
41 Q t. Q (P)	P t. Q	(A) First played by Rosenthal	
42 R to Q B sq	P to Q 6	against me in the tenth match	
43 K to K 3	R to Kt sq	game, cf. <i>Chess-Monthly</i> , Vol. I.,	
44 P to Kt 7	K to Kt 2 (Q)	p. 333.	
45 K to Q 2	B t. P	(B) Herr Englisch recommends	
46 B t. B (R)	R t. B	here B to Q 2: the move has the	
[3rd hour.]	[2nd hour.]	merit of simplifying matters.	
47 K t. P	R to Kt 6 ch	(C) After 8 P t. P, 9 P t.	
48 K t. P (S)	R t. P	P, White's centre Pawns might	
49 R to K Kt sq	R to K 6 (T)	prove later on rather weak, but	
50 K to Q 2	R t. P	White would have more than an	
51 K to Q 3	R to K B 5	equivalent in position by the pos-	
52 K to K 3	K to B 3 (U)	session of the open Q B file.	
53 R to Kt 2	K to K 4	(D) Quitting the beaten track:	
54 R to Kt sq	P to B 4	White gets now, like frequently in	
55 R to Q R sq (V)	P t. P	the Lopez, a short-lived attack which	
56 R to R 5 ch	K to B 3	has no chance of success against a	
57 R to R 6 ch	K to Kt 2	careful defence.	
58 R to R 7 ch	R to B 2	(E) With this and the two next	
59 R to R 4	P to Kt 6	moves White creates a block on the	
60 R to K Kt 4	R to B 5	King's side, thus preventing the	
61 R t. P	R to K R 5 (W)	breaking up of his centre by the	
62 K to B 2	R t. P	advance of Black's K B P. The	
63 R to Q R 3	R to R 8	manceuvre has, however, also its	
64 R to R 6	R to Q Kt 8	disadvantages: it secures Black	
65 K to Kt 3	R to Kt 5	against any attack on the King's	
66 R to Q B 6	R to K 5	side, while it weakens White's	
67 R to R 6	P to R 4	King's flank considerably.	
68 R to Kt 6	P to R 5 ch	(F) Far better than B to Kt 2,	
69 K to R 3	R to K B 5	where the Bishop would be perfectly	
70 R to Q R 6	R to B 3	out of play, while from K 2 it can	
71 R to R 8	K to Kt 3	be brought into action over Q sq,	
72 R to Kt 8 ch	K to R 4	as actually happens later on.	
73 R to R 8 ch	R to R 3	(G) Mr. Steinitz proposes in his	
74 R to K Kt 8	R to R 2 (!)	annotations to this game 17 Kt to	
75 R to Q R 8	P to Kt 5 ch	B 4 instead of the text move. The	
76 K to Kt 2	R to K B 2	move may be better, but White	
77 R to R 8 ch	K to Kt 4		

(A) First played by Rosenthal against me in the tenth match game, cf. *Chess-Monthly*, Vol. I., p. 333.

(B) Herr Englisch recommends here B to Q 2: the move has the merit of simplifying matters.

(C) After 8 P t. P, 9 P t. P, White's centre Pawns might prove later on rather weak, but White would have more than an equivalent in position by the possession of the open Q B file.

(D) Quitting the beaten track: White gets now, like frequently in the Lopez, a short-lived attack which has no chance of success against a careful defence.

(E) With this and the two next moves White creates a block on the King's side, thus preventing the breaking up of his centre by the advance of Black's K B P. The manoeuvre has, however, also its disadvantages: it secures Black against any attack on the King's side, while it weakens White's King's flank considerably.

(F) Far better than B to Kt 2, where the Bishop would be perfectly out of play, while from K 2 it can be brought into action over Q sq, as actually happens later on.

(G) Mr. Steinitz proposes in his annotations to this game 17 Kt to B 4 instead of the text move. The move may be better, but White

would derive no advantage from it, *e.g.*:

17 Kt to B 4	Q Kt to Kt 3
18 Kt to R 5	B to B sq
19 Kt to B 6	Q to K sq
20 B to B 2	Kt to B 3
21 Kt to R 2	B to Q 2

Or

21	Kt to B 5
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(H) Threatening to continue after 21 P t. P, 22 K P t. P, with 22 Kt t. Q P.

(I) Premature: the preparatory move, 23 B to Q sq, would be preferable.

(J) Mr. Steinitz rightly points out that he might have played 24 P to Kt 4, for if 24 Kt t. P, then 25 Kt to Q 5 and 26 B t. P.

(K) Mr. Steinitz asserts that 27 R to B sq would have maintained his numerical superiority, but I think that this is an error, as the following continuation shows:

27 R to B sq	B to R 8
28 B to Q 3	

If 28 B to Kt 3, then 28 B t. Kt, 29 Q t. B, Q t. K P, 30 P to B 3, Q to B 3, 31 Q R to Q sq, Kt to B 4, &c.

28	B t. Kt
29 B t. B	

Or 27 Q t. B, Q t. R P, &c.

29	Kt to B 4
------------	-----------

and Black recovers the Pawn, whatever White play.

(L) 30 B to R 3 would have simplified matters more than I wished.

(M) Of course, 32 B to R 3 would secure the draw, but the text move was more promising in every respect, and it complicated matters to my advantage.

(N) After 33 R t. B, Q to Q 3 (threatening 34 Q to Q 5 ch), 34 R to Q sq, R to Q sq, Black gets a well advanced and sufficiently

protected passed Pawn, while White's Q R P is hardly defensible.

(O) It would be worse than useless to attack the Pawn, *e.g.*:

35 R to Kt 3

If 35 R to R 3, then equally:

35	Q to Q 3
36 Q R to R 3	

After 36 R t. P, R t. R, 37 Q t. R, Black wins the Bishop with 37 R to B sq, 38 Q to Kt 2, Q to B 4 ch.

36	Q to Q 7
37 Q to B 2	

After 37 Q t. Q, P t. Q, 38 B to Q sq, Black wins with 38 R to B 8.

37	B to K 7, and Black must win.
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(P) Some commentators have asserted that White ought to have played at once R to Q B sq, but Black would then win speedily with:

41	Q to Kt 7
------------	-----------

Threatening 42 R to B 6, and 43 Q t. P ch, &c.

42 K to Kt 3 (a)	R to B 6
43 Q to K sq	Q to R 6
44 Q to R sq	B to K 7

a.

42 K to Kt 3	R to B 6
43 Q to K sq	

Or 43 Q to Q 2, R to Q 6, 44 Q to K sq, R to Q 8.

43	B to K 7
44 P to Kt 7	B t. P ch
45 K to R 2	R to Q 6, &c.

(Q) Hastily played: 44 K to B sq would leave White without any chance. Compare the next note.

(R) After 46 K t. P, B t. B, 47 P t. B, R to Kt 6 ch, 48 K t. P, R t. P, 49 P to Q 6,—if the Black King were at K B sq, 49 K to K sq would dispose at once of this defence—Black will win the Q P with 49 R to Q R 6,—a

move ignored by Mr. Steinitz, who gives the ending as won for White—50 R to Q sq, R to R sq, 51 K to Q 3, K to B 3, 52 K to K 4, K to K 3, &c. White has then, however, some chances to draw, as his King can reach the Pawns.

(S) After 49 K to K 2, R to B 6, Black wins by advancing his King.

(T) A shorter road to victory was pointed out by Mr. Minchin, with:

49 K to B 3
50 K to Q 2

Or 50 R to Kt 2; if the R moves anywhere else, Black wins with 50 R to K Kt 6.

50 K to K 4
51 K to K 2 K t. P
52 R to Q R sq K to B 5
53 R to R 6 K t. P
54 R t. P P to B 4
55 R to R 8 R to K R 6
56 P to R 6 P to B 5
57 P to R 7 R to R 7 ch
58 K to K sq

Or 58 K to Q 3, K to B 6, 59 R to K Kt 8, R t. P, 60 R t. P, R to Q 2 ch, &c.

58 P to B 6
59 K to Q sq K to Kt 6
60 R to K Kt 8 R t. P
61 R t. P ch K to B 7

(U) 52 P to B 4, 53 P t. P [53 R to Q R sq, P t. P, 54 R to R 7 ch, R to B 2, continued as in the text—compare Black's 58th move], K to B 3, and 54 K t. P, would again have saved time.

(V) The only resource which prolongs the contest, for after 55 P t. P, K t. P, 56 R to Kt 2, Black wins at once with 56 P to Kt 5 and 57 K to Kt 4.

(W) Good enough, but the straight road to victory was 61 K to B 3, 62 R to Kt sq, K to B 4, &c.

(X) Threatening an immediate win with:

81 P to Kt 6 ch
82 K to R sq

Or 82 K t. P, P to Kt 7, 83 K to R 2, K to B 7. If 82 K to Kt sq, then 82 P to R 7 ch, 83 K to R sq, P to Kt 7 ch, 84 K t. P, K to B 7.

82 K to B 7
83 R to K Kt 8 P to Kt 7 ch
84 K to R 2 K to B 8
85 R to Kt 6 R to B 7

Nevertheless, the threat is easily obviated, while 80 R to B 4 followed by 81 R to K 4 would force the game against any play. Compare the next note.

(Y) A successful attempt to shorten the fight, but the win could only be forced with:

83 R to K 4
84 R to B 8 ch K to Kt 4
85 R to Kt 8 ch K to R 5
86 R to R 8 ch R to R 4
87 R to K Kt 8 R to R 2
88 R to Kt 6 R to R 2,
and wins.

(Z) For White could now compel Black to adopt the line of play just examined by playing the Rook to any square on the 8th row.



Game 26, played on the 8th of June.

RUY LOPEZ.

White.	Black.
S. WINAWER.	J. H. ZUKERTORT.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	P to Q R 3
4 B to R 4	Kt to B 3
5 P to Q 3	B to B 4 (A)
6 Castles (B)	P to Q Kt 4 (C)
7 B to Kt 3	P to Q 3
8 B to Kt 5 (D)	P to R 3
9 B t. Kt	Q t. B
10 B to Q 5 (E)	B to Q 2
11 P to B 3	Castles, K R
12 P to Q 4	B to Kt 3
13 P to Q R 4	Q R to Kt sq
14 R P t. P	R P t. P
15 Q to Q 3	P to Kt 5 (F)
16 B t. Kt	B t. B
17 P to Q 5	B to Q 2
18 Q Kt to Q 2 (G)	P t. P
19 P t. P	Q to K 2
20 K to R sq	P to K B 4 (H)
21 P t. P	R t. P
22 Q R to K sq	Q R to K B sq
23 R to K 2	Q to B 2 (I)
24 Kt to K 4	R to B 5
25 K Kt to Q 2	B to B 4
26 P to B 3	P to B 3 (J)
27 P to B 4	P t. P
28 P t. P	B to Q 5
29 P to Kt 3 (K)	B t. Kt
30 Kt t. B	R t. P
31 R t. R	Q t. R ch
32 Q t. Q	R t. Q
33 Kt t. P	R to Q 6
34 Kt to K 4	B to Kt 3
35 P to Q 6	R to Q 5
36 K to Kt 2	B to R 4 (L)

Given up as a draw.

(A) Morphy's favourite continuation.

(B) 6 P. to B 3 is the classical reply; the German *Handbuch* prefers the text move.

(C) The same authority gives as best reply 6 Castles, which certainly I cannot approve of.

(D) Very weak, I think. 8 B to K 3, 8 P to Q R 4 or 8 P to B 3 may be recommended, either of the three being far better than the text move.

(E) The best resource at White's disposal, to prevent the pinning of his Kt. If 10 P to K R 3, then 10 P to Kt 4, &c.

(F) A well-planned reply, which frustrates Winawer's little design to win a Pawn after 15 Kt to K 2 (?), with 16 P t. P, P t. P, 17 B t. P ch, R t. P, 18 Q t. B.

(G) If 18 P t. P, Black wins the exchange with 18 B to Kt 4, for it is obvious that White dare not capture the Bishop.

(H) My opponent suggested here 20 P to Kt 3, to be followed by 21 P to K B 4, which would be stronger, perhaps, than the immediate advance of the K B P.

(I) 23 B to K sq would be bad on account of 24 K to Q 4. I think, however, that I ought to have played at once R to B 5, threatening B to K B 4 or Kt 5 acc.

(J) Of doubtful merit, but I failed to find any advantageous continuation. If 26 . . . R to R 5, then 27 P to Kt 4; if 26 P to Kt 4, then 27 P to Kt 3.

(K) This and White's next move force a series of exchanges, which naturally leads to an early draw.

(L) 37 B to Kt 5 will dispose of the hostile passed Pawn, but, of course, cannot effect more than a draw.

Game 27, played on the 9th of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. H. ZUKERTORT.	S. WINAWER.		
1 P to Q 4	P to Q 4	43 P to B 5	P t. P
2 P to K 3	B to B 4	44 B t. Kt	B t. B
3 Kt to K B 3	P to K 3	45 Kt to B sq	B to B 8 (M)
4 B to K 2	B to Q 3	46 Kt to K 3	B to Kt 7
5 Castles	Kt to K B 3	47 Kt to B 2 (N)	K to K 3
6 P to B 4	P to B 3	48 K to K 3	B to B 6
7 Kt to B 3	Q Kt to Q 2	49 K to Q 3	B to R 4
8 P to B 5	B to B 2	50 K to K 2	B to B 6
9 P to Q Kt 4	P to Q R 3 (A)		[3rd hour.]
10 P to Q R 4	Kt to Kt 5 (B)	51 K to K 3	P to R 4 (O)
11 P to K R 3	P to K R 4	52 K to K 2 (P)	B to Kt 7
12 B to Kt 2 (C)	B to K 5	53 K to Q 3	B to B 8
13 P to Kt 5	B t. Kt	54 Kt to K 3	B to R 6
14 B t. B	Q to Kt 4 (D)	55 Kt to B sq (Q)	B to Kt 5
15 P to Kt 6 (!)	B to Q sq	56 Kt to Q 2	K to Q 2
16 P t. Kt (E)	P t. P		[2nd hour.]
	[1st hour.]	57 K to K 3	K to K 3
17 B t. P	P to B 4 (!)	58 Kt to Kt 3	B to B 6
18 P to B 4 (!)	Q t. B (F)	59 Kt to B sq	B to Kt 5 (R)
19 Q t. Q	P t. Q	60 Kt to Q 3	B to B 6
20 P to K 4	B to B 3		[4th hour.]
21 P to K 5	B to K 2 (G)	61 Kt to B 4 ch	K to B 2 (S)
22 K to B 2	Castles, Q R (H)	62 Kt t. P	P t. Kt
	Kt to B sq (I)	63 P to B 6	P to B 5 ch
23 K to Kt 3	Kt to Kt 3	64 P t. P (T)	B t. P ch (!)
24 R to R sq (J)	Kt to R 5	65 K t. B	P to Kt 6
25 K t. P	Kt to B 4	66 P t. P	P to Kt 7
26 P to Kt 3	Q R to B sq	67 P queens	P queens ch
27 Kt to K 2		68 K t. P	Q to Q 8 ch
	[1st hour.]	69 K to B 5	Q to B 7 ch
28 B to B 3	Kt to R 3 ch	70 K to Q 6	Q to Q 8 ch (U)
29 K to B 3	P to Kt 4	71 K to B 7	Q t. P
30 R to R 5 (K)	P to Kt 5 ch	72 Q to Q 8	Q to B 5 ch
31 K to Kt 2	Kt to B 2 (L)	73 K to Kt 8	Q to Kt 4 (V)
32 Q R to R sq	R t. R	74 Q to B 6 ch	K to K sq
33 R t. R	R to R sq	75 Q to K 6 ch	K to Q sq
34 R t. R ch	Kt t. R	76 Q to Q 6 ch	K to K sq
35 Kt to B sq	Kt to B 2		[5th hour.]
36 Kt to Kt 3	Kt to R 3	77 P to K 6	P to R 5 (W)
37 K to B 2	K to Q 2	78 P to B 5 (X)	P to R 6
38 B to Q 2	Kt to B 4	79 P to B 6	Resigns.
39 B to K 3	B to B sq		
40 Kt to Q 2	K to K 2		
41 Kt to B sq	K to Q 2		
	[2nd hour.]		
42 Kt to R 2	Kt to R 3		

(A) Worse than useless, for it weakens his Pawn's position without stopping the hostile advance.

(B) A premature attack which

has not the slightest chance of success.

(C) 12 B to Q 2 would have saved time, as the sequel shows, but in playing it to Kt 2, I wanted to keep open Q 2 for the K Kt, if required.

(D) Intending 15 Kt t. K P, 16 P t. Kt, Q t. K P ch, 17 K to R sq, Q to B 5, &c.

(E) 16 B t. Kt, P t. B, 17 Q t. P would win a Pawn, but I preferred the continuation in the text, which results in the break up of Black's position on the King's side and must finally win a Pawn. After re-examining, however, the position I think that my strongest continuation was 16 P to K 4. It is obvious that Black dare not take the Pawn—16 P t. P, 17 Kt t. P, Q to B 5 [17 Q to B 5, 18 P to Kt 3], 18 Kt to Q 6 ch and 19 Kt t. Kt P—and if either Knight to B 3, then 17 P to K 5 or 17 P t. P acc. with important gain of time and position.

(F) Black had no means to keep up a promising attack even at the expense of a piece, viz.:

18 Q to Kt 3

If 18 Q to R 5 or R 3, then, of course, 19 B to R 3.

19 B to B 3 B to R 5

Or 19 Q to Kt 6, 20 B to R 5 ch, K to B sq, 21 R to B 3, Q to R 5, 22 R to R 3.

20 Kt to K 2

Disastrous would be 20 Q to Kt 3 or B 2, Q to Kt 6 (!), 21 Kt to K 2, Q to R 7 ch, 22 K t. Q, B to B 7 ch and mates on the next move.

20 Q to R 3

21 Q to B 2 P to Kt 4

22 P t. P B t. P

23 Kt to B 4

(G) Threatening 22 Kt t. B P, 23 P t. Kt, B t. P ch (!).

(H) Utilising his King for the protection of the weakest point in his game, the Q Kt P.

(I) It would be useless to protect the Pawn with 23 R to R 5, for White would in two moves bring the Knight to bear upon it.

(J) Deceptive: the position of the Rook interferes afterwards with the movements of Knight and Bishop, which dare not be played on the first row. I ought to have continued with 24 Kt to Q sq and 25 Kt to K 3.

(K) I was well aware of Black's clever scheme to create a block, but I did not exert myself to prevent its accomplishment, relying entirely on my counter manoeuvre. Analysis proves that I overrated the advantage of the position resulting from it. I ought to have continued with 30 P to Kt 4, and if 30 P t. P, then 31 B to Q 2.

(L) Well played: if 31 Kt to B 4, then 32 Q R to R sq, and White remains in the possession of the open file.

(M) Herr Winawer and myself overlooked here a defence which would have secured the draw, while the line of play adopted does not save the game. The main feature of the proper defence is to put the Bishop on the diagonal from Q sq to Kt 4 and keep it there all through. The following variation will prove the soundness of the defence, but it shows at the same time that it requires very minute and accurate handling:

45 B to Kt 4 (!)

46 Kt to K 3 (a) K to K 3

47 Kt to B 2 B to K 2

48 Kt to Kt 4 B to Q sq

49 K to K 2 K to Q 2

50 Kt to Q 3 B to Kt 4

51 P to K 6 ch

The only chance to enter Black's game with the Knight.

51 K t. P
 52 Kt to K 5 B to Q sq
 53 K to Q 3 K to K 2
 54 K to K 3 K to B 3 (l)

The only move: if 54 K to K 3, White wins with 55 K to B 4, K to B 3, 56 Kt to Q 3, K to K 3, 57 Kt to Kt 4, K to B 3, 58 Kt to B 2, K to K 3 [58 K to Kt 3, 59 K to K 5], 59 Kt to K 3.

55 K to B 4 K to K 3,
 and if 56 Kt to Q 3, then 56 B to B 3.

a.
 46 K to K 2 K to K 3
 47 Kt to Q 2 B to Q sq
 48 Kt to Kt 3 K to Q 2
 49 Kt to R 5 K to B sq
 50 P to K 6 B to B 3
 51 K to K 3 B to Kt 4 ch

and draws by keeping the Bishop on the diagonal.

(N) Of course, if 47 Kt t. B P, then 47 K to K 3, 48 Kt to Kt 7 ch, K to B 2, &c.

(O) My King's manœuvre has thrown the initiative on Black, who took here over an hour in examining the position. Its extreme difficulty will be best illustrated by giving the two continuations resulting from 51 B to R 4 and 51 B to Kt 7.

I.

51 B to R 4
 52 K to Q 3 K moves
 53 Kt to K 3 K to K 3
 54 Kt to Kt 2 B to Kt 5
 55 Kt to B 4 ch K to Q 2

The only King's move which prevents 56 Kt t. P.

56 Kt to R 5 B to K 8
 57 K to K 3 K to Q sq

Any other King's move is worse.

58 Kt to Kt 7 B t. P
 59 Kt t. P B to R 7

Or 59 B to K 8, 60 Kt to Q 6.

60 K to B 2 B to B 5
 61 Kt to Q 6, &c.

II.

51 B to Kt 7
 52 Kt to Kt 4 K to Q 2
 53 Kt t. R P B to B 6

If 53 P t. Kt, then 54 P to K 6 ch, &c.; if 53 B to B 8 ch, then 54 K to K 2.

54 Kt to Kt 8 ch K moves
 55 Kt t. P

(P) If 52 K to Q 3, then 52 B to Kt 7, with the continuation in the text. 52 B to Kt 5 would lead to a forced loss after:

53 Kt t. B P t. Kt
 54 P to R 5 P to B 5 (best)
 55 P to R 6 B P t. P (best)
 56 P t. P P to Kt 7
 57 P queens P queens
 58 Q to Q 6 ch K to B 2
 59 Q to B 6 ch K to Kt sq

Of course, if 59 K to K sq, then 60 Q t. P ch, &c.

60 P to K 6 Q to Kt 6 ch (best)

61 K to K 2 Q to Kt 7 ch
 62 Q to B 2 Q to K 5 ch
 63 Q to K 3 Q to Kt 7 ch

Or 63 Q to B 7 ch, 64 K to K sq, Q to Kt 8 ch, 65 K to B 2, Q checks, 66 K to Kt 3.

64 K to Q sq Q to B 8 ch
 65 K to B 2 Q to B 5 ch

Or 65 Q to Kt 7 ch, 66 K to Kt 3.

66 K to Kt 2

(Q) I overlooked here the forced win with:

55 K to B 2 B to Kt 5
 56 Kt to Kt 2 K to Q 2

If the King move anywhere else, then 57 Kt to B 4 and 58 Kt t. P.

57 K to Q 3 K to K 3

If 57 K to B sq, Q sq or K sq, then 58 Kt to K 3; if 57 K to K 2, then equally:

58 Kt to B 4 ch K to Q 2
 59 Kt to R 5 B to K 8
 60 K to K 3, and wins as given in Variation I, note (O).

(R) Herr Winawer pointed out that he had here a draw with :

59 B to K 8
 60 Kt to K 2 K to B 2 (!)

The saving move: if 60 K to Q 2 or K 2, then 61 K to B 4, K to K 3, 62 K to Kt 5, B to Q 7 ch, 63 Kt to B 4 ch, and wins. If 60 B to Kt 5, then 61 Kt to B 4 ch, K to Q 2, 62 Kt to R 5, &c.

61 Kt to B 4

If 61 K to B 4, then 61 K to Kt 3 (!), threatening mate; if 61 K to Q 3, then 61 B to B 7.

61 B t. P
 62 Kt t. P K to K 3
 63 Kt to B 7 ch

If 63 Kt to B 6 or B 3, then 63 B t. P, 64 P t. B, K t. P, and Black will draw without any difficulty.

63 K to Q 2,
 and White cannot win.

(S) If 61 K to Q 2, then 62 Kt to R 5, &c.—cf. note (O).

(T) Hastily played: of course, 64 K t. P would have saved all further trouble.

(U) Or 70 Q to Q 7 ch, 71 K to B 6, Q to Kt 7 ch [71 Q t. P (?), 72 P to K 6 ch], 72 K to B 7, &c.

(V) 73 Q t. P offered at least the chance that White might be tempted to exchange Queens at B 6 and thereby throw away the game, viz. :

74 Q to B 6 ch Q t. Q
 75 P t. Q P to R 5
 76 P to Kt 7 P to R 6
 77 K to B 2 P to R 7, &c.

I saw, however, that little trap and intended to continue with 74 P to Kt 7, P to R 5 [74 Q t. P ch, 75 Q to B 7 ch], 75 K to R 7.

(W) Kindly assenting to the exchange of Queens, which of course would enable Black to draw after 78 Q to Q 7 ch, Q t. Q, 79 P t. Q ch, K t. P, 80 P to Kt 7, P to R 6, 80 K to R 7, P to R 7, &c.

(X) I might have saved a move with 78 Q to B 7.

Game 23, played on the 11th of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. H. ZUKERTORT.	J. H. BLACKBURN.		
1 P to Q 4	P to K 3	12 R to Q B sq	Kt to R 4
2 Kt to K B 3	Kt to K B 3	13 Kt to K 5	B to Kt 5 (?)
3 P to K 3	P to Q 4	14 P to B 5 (!)	B t. B
4 B to Q 3 (A)	B to K 2	15 Kt t. B	B t. Kt
5 Castles	Castles	16 Q t. B	Kt to K 5
6 P to Q Kt 3	P to B 4		[1st hour.]
7 B to Kt 2	Kt to B 3	17 Q to K 3	R to K sq
8 Q Kt to Q 2 (B)	P t. P (?)	18 P to B 3	Kt to K B 3
9 P t. P	P to Q Kt 3	19 R to B 2	Kt to Q 2
10 P to B 4	B to R 3 (C)	20 K R to Q B sq	P t. P (D)
11 R to K sq	R to B sq	21 P t. P	Kt to Kt sq (E)
		22 Kt to K 5	P to B 3 (F)

White.	Black.
23 P to B 6 (!)	R to B 2 (G)
24 Q to Q 2 (H)	P t. Kt
25 Q t. Kt	Q to B sq (I)
26 B t. P	R to B 2 (J)
27 B t. Kt	Q t. B
28 P to B 7	Q to B sq
[1st hour.]	
29 Q t. R P	P to K 4
30 R to B 5	P to K 5
31 R to Kt 5	Q R to B sq
32 R to Kt 8	Q to Q 2
33 R t. R	R t. R
34 Q to R 4	Q t. Q
35 P t. Q	R to Q B sq
36 P t. P	P t. P
37 K to B 2 (K)	K to B 2
38 K to K 3	K to K 3
39 K t. P	P to Kt 3
40 R to B 6 ch	K to Q 2
41 K to Q 5	Resigns.

(A) The hostile Q P being already advanced, I played the Bishop to Q 3 in accordance with my views on the development in close games, given previously in my annotations to this collection.

(B) I developed the Kt to Q 2, determined to fight the whole battle on the Queen's side.

(C) The commencement of a futile attack, and nearly identical with the line of play adopted by Herr Englisch against me—cf. Game 17.

(D) This exchange gives White a crushing superiority of numbers on the Queen's side, which must

decide the contest before Black can make any use of his strong centre.

(E) If 21 Kt to B 3, then 22 P to Q Kt 4.

(F) After 22 K Kt to B 3, 23 Kt t. Kt, Kt t. Kt [23 R t. Kt, 24 B to B 3], I intended to proceed with 24 P to Q Kt 4, for Black dare not take the Pawn on account of 25 Q to B 3 (!)

(G) The capture of the Knight would be immediately disastrous, e.g.:

23	P t. Kt
24 P to B 7	Q to Q 2 (K 2)
25 P t. Kt, Q	R t. Q
26 R to B 7, and	
27 Q or B t. P acc.	

(H) The right reply: 24 B to B 3 would lose a piece by 24 P to Q 5 (!).

(I) If 25 Kt t. P, then 26 Q to R 4, winning the Knight.

(J) Black dare not play 26 R t. P, for White would then force the win with 27 Q t. R P.

(K) *The Field* gives the prettier conclusion:

37 P to R 5	K to B 2
38 P to R 6	K to K 2
39 P to R 7	K to Q 2
40 R to Q sq ch	K t. P

Or 40 K to B 3, R to Q 8, &c. .

41 R to B sq ch	K moves
42 R t. R, &c.	

Field

Game 29, played on the 12th of June.

RUY LOPEZ.

White.	Black.
S. ROSENTHAL	J. H. ZUKERTORT.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	P to Q R 3
4 B to R 4	Kt to B 3
5 P to Q 3	B to B 4
6 Kt to B 3 (A)	P to Q Kt 4
7 B to Kt 3	P to Q 3
8 Kt to Q 5 (B)	Kt to R 4
9 B to Kt 5 (C)	P to B 3
10 Kt to K 3	P to R 3
11 B to K R 4	P to Kt 4
12 B to Kt 3	Q to Kt 3
13 Q to K 2	Kt t. B
14 R P t. Kt	Kt to R 4 (D)
15 P to B 3 (!)	Kt to B 5 (E)
16 B t. Kt	Kt P t. B
17 Kt to B 5	Q to Q sq (F)
18 K Kt to R 4	Q to B 3 (G)
19 Castles, Q R	R to K Kt sq
20 P to Q 4	P t. P.
	[1st hour.]
21 P t. P	B to Kt 5
22 P to K 5	P t. P (H)
23 P t. P	Q to Kt 4
24 Kt to Q 6 ch (I)	B t. Kt
25 P t. B ch	B to K 3
	[1st hour.]
26 Q to B 2	P to B 6 ch
27 R to Q 2	K to B sq (J)
28 P to Kt 3	B to Q 4
29 R to K sq	R to Q sq
30 R to K 3 (K)	Q to B 3
31 Q R to Q 3	R to Kt 4
	[2nd hour.]
32 Kt t. P	R to B 4
33 Q to B 3	R t. P
34 Q to B 5	K to Kt 2
35 P to K Kt 4	R to B 5
36 Kt to R 4	R to K 3 (L)
37 Kt to B 5 ch	K to R 2
	[2nd hour.]
38 P to B 3	B t. Kt P (!)
39 R to B 3	B to Q 4
40 Q to B 8 (M)	R t. R
41 R t. R	B t. P (N)

White.	Black.
42 R to K 5 (O)	B t. P
43 Kt to Q 6 (P)	Q t. R
Resigns.	

(A) Leading by a transposition of moves to a well-known variation of the Four Knights' Opening.

(B) Tending to early exchanges and a speedy draw.

(C) 9 B to K 3 would be preferable, I think.

(D) Very weak, for at the best it can but lead to the exchange of an active Knight against a Bishop which is completely out of play. I had two promising moves, viz.: 14 B to K 3 (preventing 15 P to B 3), and 14 P to K R 4.

(E) Having compromised the game by the last move, I ought to have been satisfied with a draw, which I could easily get with 15 Kt t. B, 16 R P t. Kt, B t. Kt, 17 Q t. B, Q t. Q ch, 18 P t. Q, P to B 3, &c.

(F) After 17 B t. Kt, 18 P t. B, Q moves, White wins a Pawn, with 19 P to Q 4.

(G) If 18 Q to Kt 4, then 19 P to Q Kt 4.

(H) A serious mistake, which might have proved fatal. I ought to have continued with 22 Q to Kt 4 or K 3.

(I) Overlooking 24 Q to K 4 (!), which would gain the exchange at least.

(J) Black now quickly recovers the lost ground. The text move protects indirectly both Pawns—28 Q t. P, R to B sq; 28 Kt t. P Q t. P—and it enables Black to bring his Rooks into co-operation.

E

(K) 30 Q to B 3 would be a little better.

(L) Superfluous caution: I had determined some moves previously to continue with 36 . . . R t. P (!), but I now forgot all about it, and played mechanically the threatened Rook.

(M) White must pursue even the semblance of an attack at any price, for his prospects of an end-game are *nil*.

(N) Decisive: 41 . . . R t. B P would lose, for White would reply 42 R to K 8 (!).

(O) White has no saving move: if 42 P to R 3, then 42 . . . R to B 5 ch, 43 K to Kt sq, B to K 5 ch, and White must sacrifice the

exchange to escape a forced mate. If 42 R to K 8, then 42 . . . R t. P, &c. Equally disastrous would be:

42 R to K 6 R to B 5 ch

43 K to Kt sq

If 43 K to Q 2, Black mates in two moves.

43 . . . B to K 5 ch

42 K to R 2 R to R 5 ch

43 K to Kt 3 Q t. R ch, &c.

(P) An opportune blunder: White had two moves which prevented the loss of a piece, viz.: 43 Kt to K 7 and 43 R to K 8, but in either case Black would force the game, beginning with 43 . . . R to B 5 ch.

Game 30, played on the 13th of June.

RUY LOPEZ.

White.	Black.
G. H. MACKENZIE.	J. H. ZUKERTORT.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	P to Q R 3
4 B to R 4	Kt to B 3
5 Castles	Kt t. P
6 P to Q 4	P to Q Kt 4
7 B to Kt 3	P to Q 4
8 P t. P	Kt to K 2 (A)
9 Kt to Kt 5	Kt t. Kt
10 B t. Kt	B to Kt 2
11 Q to B 3	Q to Q 2 (B)
12 Kt to Q 2 (C)	P to R 3
13 B to K R 4	Kt to B 4
14 Q to R 3	Kt t. B (D)
15 Q t. Kt	B to K 2
16 Q to Kt 3	Castles, K R
17 P to Q B 3	P to Q 5
18 K R to K sq (E)	K to R sq
19 B t. P (F)	P t. P (!)
20 Kt to B 3 (G)	P t. P
21 Q R to Kt sq	B t. Kt (H)
22 P t. B	Q to Q 5
23 B to Kt 6	B to R 5
24 Q to Kt 2	Q R to Q sq

White.	Black.
25 R to K 4	Q to Q 7 (I)
26 R t. B	Q to B 8 ch
27 Q to B sq	R to Q 8
28 Q t. R	Resigns

(A) Introduced by Anderssen, and invariably played by myself. The move, I think, is superior to the book continuation 8 . . . B to K 3.

(B) If 11 . . . P to Q B 4, White would reply with 12 P to B 4 (!), Q P t. P, 13 Q t. B, P t. B, 14 P t. P, Q to B sq (best), 15 Q t. Q ch, R t. Q, 16 R t. P, &c.

(C) If now P to B 4, then 12 . . . Kt P t. P, 13 B t. P, P to B 4—12 Kt to B 3 would be, however, better, I think, than the text move.

(D) Of course, if 14 . . . P to Kt 4 (intending to proceed after 15 B to Kt 3 (?)) with 15 . . . P to K R 4, then 15 Q B t. P.

(E) Threatening 19 P to K 6.

(F) Overlooking the opponent's counter scheme.

(G) If 20 Q t. P, then 20 R t. B, 21 P to K 6, Q to Q 4 (I), remaining a piece ahead.

(H) 21 R t. B would probably lead to a draw by the following interesting line of play :

22 P to K 6	R t. Kt
23 P t. Q	R t. Q
24 R t. B (best)	R t. P ch
25 K to B sq	R t. P
26 R to K 8 ch	K to R 2
27 K to K 2	

If 27 R t. R, Black draws at least with 27 R to R 8 ch, 28 K to K 2, R t. R, 29 R to R 8 ch [29 P queens (?), R to K 8 ch, 30 K to Q 2 (or 30 K t. R, P queens ch, &c.), R to Q 8 ch, 31 K t. R, P queens ch, 32 K moves, B t. R, 33 Q t. B, Q t. P ch, and wins], K to Kt 3, 30 P queens, R to K 8 ch, 31 K t. R (best), P queens ch, &c.— If 27 R t. P, Black wins with 27 B to B 6, 28 K to K sq, R to R 8 ch, 29 K to Q 2, R to Q 8 ch, and 29 R t. P.

27	B to B 3
28 R t. R	B t. P
29 K R t. P	R to R 5
30 R t. P, &c.	

The text move leads to Bishops of

different colour, but it enabled me to defend the far-advanced Q Kt P.

(I) A mental aberration; Black had an easy won game after :

25	Q to Q 8 ch
26 R to K sq	

Or 26 Q to B sq, B t. P ch (I), 27 K t. B [27 K to R sq, Q t. P ch, 28 Q to Kt 2, R to Q 8 ch, &c.], Q t. P ch, 28 K to Kt sq, Q t. Q ch, 29 R t. Q, R t. R ch, 30 K t. R, P queens ch, &c.

26	Q to Q 7
27 B to K 4	

If 27 P to K 6, then 27 R to Q 4.

27	R to Q 5
28 Q to Kt 6	B t. P ch
29 K to R sq	R t. B
30 Q t. R	

If 30 R t. R, then 30 Q to B 8 ch.

30	B t. R
31 Q t. B	

Or 31 R t. B, R t. P, 32 P to K 6, R to K R 6, and wins.

31	Q t. Q ch
32 R t. Q	R t. P

and

33	R to K 6
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Game 31, played on the 14th of June.

SICILIAN DEFENCE.

White.	Black.	White.	Black.
A. G. SELMAN.	J. H. ZUKERTORT.		
1 P to K 4	P to Q B 4	9 Q to K 2	B to Q 2
2 Kt to K B 3	Kt to Q B 3	10 Q R to Q sq	Q to B 2 (C)
3 P to Q 4 (A)	P t. P	11 K Kt to Kt 5	Q to Kt sq
4 Kt t. P	Kt to B 3	12 B to B 4	P to K 4
5 Kt to Q B 3	P to Q 3 (B)	13 B to Kt 5	P to Q R 3
6 B to Q B 4	P to K 3	14 B t. Kt	P t. B
7 Castles	B to K 2	15 Kt t. P (D)	B t. Kt
8 B to K 3	Castles	16 Q to Q 3 (E)	Kt to Q 5
		17 Kt to Q 5	B to K 3 (F)

White.	Black.
18 Kt t. P ch	K to R sq (G)
19 B t. B	P t. B
20 Kt to Q 7	Q to B 2
21 Kt t. R	B t. Kt (H)
22 P to Q B 3	Kt to Kt 4 (I)
23 Q to Q 7	Q to Kt 3
24 R to Q 3	B to Kt 2
25 R to Kt 3	R to K Kt sq
26 R to Q sq	Kt to R 2
27 Q to K B 7	Kt to B 3 (J)
28 R t. B (I)	R t. R
29 Q to B 8 ch	R to Kt sq
30 Q to B 6 ch	R to Kt 2
31 R to Q 7	Resigns.

(A) If 3 Kt to B 3, which is considered to be the best continuation, I intended to reply 3 Kt to B 3, a move played in the late Vienna Tournament by L. Paulsen.

(B) Better, I think, than 5 P to K 3, which gives to the first player the opportunity to continue with 6 K Kt to Kt 5 or 6 Kt t. Kt, Kt P t. Kt, 7 P to K 5.

(C) Provoking the attack of the hostile Knights, which, I thought, would finally result in White losing time and position.

(D) White has no choice: if 15 Kt to R 3, then 15 P to Kt 4 winning a piece.

(E) Mr. Steinitz gives here in his annotations to this game the following continuation:

"16 Q to Q 2	Kt to Q 5
17 Q to R 6	Q to Q sq
18 Kt to Q 5	B to K 2
19 R to Q 3	K to R sq
20 P to B 4, with a fine attack."	

I think, however, that Black has a satisfactory defence, viz.:

20	R to K Kt sq
21 P t. P	R to Kt 3
22 Q to R 4	B to Q B 4 ch
23 K to R sq	P t. P,

and although White's attack is not exhausted yet, it is certainly no equivalent for the lost piece.

(F) A blunder which leads to the loss of the exchange and of the game. Black should come out with a decisive superiority of forces after:

17	Q to Q sq
18 P to B 3	
Or 18 Q to Kt 3 ch, K to R sq, 19 R t. Kt (?), R to K Kt sq and 20 P t. R.	
18	P to Kt 4
19 P t. Kt	
Or 19 Q to Kt 3 ch, K to R sq, 20 B to Q 3, Kt to K 3, &c.	

19	P t. B
20 Q to Kt 3 ch	K to R sq
21 Q to R 4	R to K Kt sq
22 Q t. B P ch (a)	Q t. Q
23 Kt t. Q	B to Kt 4
24 Kt t. R	R t. Kt

and Black's two Bishops ought to win.

	a.
22 Kt t. P	R to Kt 2
23 P t. P	B t. P
24 R t. B	Q t. Kt

(G) I might have still drawn with:

18	K to Kt 2
19 Q to Kt 3 ch	
If 19 B t. B, then 19 K t. Kt, 20 B to Q 5, R to Kt sq, 21 P to B 3, Kt to K 3, with a winning superiority of material.	
19	K t. Kt
20 Q to R 4 ch	K to Kt 2
21 Q to Kt 5 ch	K to R sq
22 Q to B 6 ch, &c.	

(H) Of course, if 21 R t. Kt, then 22 P to B 3, Kt to Kt 4, 23 P to Q R 4, winning a piece.

(I) This and Black's next move were played to avoid the exchange of Queen's which must have proved ruinous to Black, whose scattered Pawns would be then indefensible. But by letting White's Queen undisturbed in my ranks, I gave

Mr. Sellman an opportunity to display his powers of combination, of which he availed himself with rare vigour and brilliancy of the highest order.

(J) If 27 Q t. P, White

mates in three moves, beginning with 28 Q t. B ch.—27 P to R 3 would be equally ineffective as the text move, for White wins then with 28 P to K R 3 and 29 R to Q 7.

Game 32, played on the 15th of June.

EVANS' GAMBIT.

White.	Black.	White.	Black.
J. H. ZUKERTORT.	J. MORTIMER.		
1 P to K 4	P to K 4	38 R to Q B sq ch	K to Kt 4
2 Kt to K B 3	Kt to Q B 3	39 B to Kt 5	B t. Kt
3 B to B 4	B to B 4	40 P t. B	R t. P
4 P to Q Kt 4	B t. P	41 P to K R 4	P to K R 3
5 P to B 3	B to R 4	42 B to Q 8	P to B 4
6 P to Q 4	P t. P	Resigns.	
7 Castles	P t. P		
8 Q to Kt 3	Q to B 3		
9 P to K 5	Q to Kt 3		
10 Kt t. P	K Kt to K 2		
11 B to R 3	R to Q Kt sq (A)		
12 Kt to Q 5 (B)	Kt t. Kt (C)		
13 B t. Kt	Kt to Q sq (D)		
14 Q R to Q sq	P to Kt 4		
15 R to Q 4	P to Kt 5		
16 Kt to R 4	Q to Kt 3		
17 B to Kt 2	Kt to K 3		
18 Kt to B 5 (I)	P to Kt 3 (E)		
19 B t. Kt	B P t. B (F)		
20 Kt to Kt 7 ch	K to Q sq (G)		
21 Kt t. P ch	K to K 2		
22 Kt to B 4 (H)	B to Kt 2		
23 R t. P ch (I)	K t. R		
24 Q to B 7 ch	K to B sq		
25 P to K 6	B to R 3 (J)		
26 R to Q B sq (K)	R to Q sq		
27 P to K 7	K to Kt 2		
28 P t. R queens	R t. Q		
29 Kt to K 6 (L)	R to Q 4 (M)		
30 B to B 6 (N)	Q to B 3 (!)		
31 R to R sq	B to B 5		
32 Q to K 7	Q to Q 3		
33 Q t. Q	R t. Q		
34 Kt to B 5 ch	K to B 3		
35 Kt to K 4	R to K 3		
36 P to B 3	B to Kt 3 ch		
37 K to R sq	B to Q 4		

(A) The *Handbuch* gives it as Anderssen's defence: I would rather call it one of the many experiments of the late Master.—I do not consider it satisfactory: the variation 11 B to R 3 represents, in my opinion, the most lasting form of attack in the "compromised," and its defence stands and falls with 11 Castles.

(B) The strongest continuation, and far superior to 12 Kt to Q Kt 5 (?), the only variation given in the *Handbuch*.

(C) Black had to guard against the loss of the K B, threatened after the exchange of the two pieces with Q to R 3 ch. Besides the text move he has the continuation:

12	P to Kt 4
13 Kt t. Kt	Kt t. Kt
13 P t. B, 14 Kt t. Q, &c.,	loses at least the exchange.
14 B t. Kt	K t. B
15 Q to R 3 ch	K to K sq
Or 15 K to Q sq, 16 B to Q 3,	Q to Kt 3, 17 Kt to Kt 5, &c.
16 Q t. B	P t. B
17 Q t. B P	Q to Kt 3
18 Q to Q 6	

My own continuation; after 18 Q t. P, B to R 3, White cannot get any equivalent for the lost exchange.

18 Q t. Q
19 P t. Q B to R 3
20 K R to K sq ch K to B sq

If 20 K to Q sq, then 21 Kt to Kt 5.

21 R to K 7, with a fine attack.

(D) If 13 P to Kt 4, White gets a winning attack—originally played by J. Dufresne of Berlin—with:

14 P to K 6 (!) B P t. P
15 B t. Kt P t. B
16 Kt to K 5 Q to K 5
17 Q to Kt 3 P to Kt 3

If 17 R to Kt sq, then 18 Q to Kt 5, P to Kt 5, 19 Q R to Q sq, Q B moves, 20 R to Q 7.

18 Q to Kt 5 P to Kt 5
19 Q to B 6

If 19 Q R to Q sq, Black escapes by 19 Castles.

19 R to B sq
20 Q to Kt 7 P t. B
21 Q R to Q sq (!)

Threatening mate in two moves.

21 Q to R 5
22 Kt t. B P,

and White comes out at least with the exchange ahead, cf. *Chess-Monthly*, Vol. II., p. 278.

(E) If 18 Kt t. R, White gets an overwhelming attack with 19 B t. P ch and 20 B t. Kt.

(F) If 19 Q P t. B, then 20 Kt to Kt 7 ch, K to B sq (best), 21 Q to B 3, B to Kt 2 [21 B to R 3, 22 R to Q 7], 22 Q to B 6 (threatening 23 Kt t. P ch), K to Kt sq, 23 K R to Q sq.

(G) If 20 K to B 2 or B sq, White forces the game with 21 Q to B 3 ch, K to Kt sq [21 K t. Kt, 22 Q to B 6 ch, K to Kt sq,

23 R to B 4], 22 Q to B 6, followed by 23 Kt to K 8 or 23 R to K B 4 acc.—If 20 K to K 2, then 21 Q to Kt 3.

(H) Going in for brilliancy and neglecting the simple win with:

22 Kt to Kt 5 R to B sq
23 Kt t. P R to B 2

24 Q to R 3, &c., or 24 Kt to Kt 5, and 25 R to R 4.

(I) The sacrifice of the Rook is not absolutely unsound—cf. note (K)—but I had a forced win with 23 K R to Q sq, either R to Q sq, 24 Q to K R 3.

(J) Mr. Mortimer conducts the game from this point in an unexceptionable style. The text move provides Black with fair prospects to save the day.

(K) Weak: I could still come out with the exchange ahead by continuing with:

26 R to Q sq K to Kt 2
27 B t. R R t. B
28 P to K 7 Q to Kt 4

If 28 B to Kt 4, then 29 Q to B 8.

29 P to R 3 Q to K sq
30 Q to B 6 P to B 3
31 Kt to K 6, and
32 R or Kt to Q 8 acc.

(L) I overlooked Black's crushing reply: the game would be about even after 29 Kt to Q 5, Q to Q 3, 30 Kt. to K 3, &c.

(M) Absolutely decisive, for, of course, with three Pawns against one on the Queen's side and the attack, Black must win.

(N) There were better moves, but none could save the game against best play. If 30 Kt t. P, Black wins at once with 30 R to K B 4.



SECTION II.

STEINITZ'S GAMES.



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THE NOTES IN THIS SECTION ARE BY W. STEINITZ.

NOTES MARKED WITH SMALL LETTERS ARE BY THE EDITOR.

Original from

PRINCETON UNIVERSITY

STEINITZ'S GAMES.

Game 83, played on the 26th of April.

STEINITZ GAMBIT.

White.	Black.	White.	Black.
W. STEINITZ.	S. WINAWER.		
1 P to K 4	P to K 4	41 K to B 2	R to R 7 ch
2 Q Kt to B 3	Q Kt to B 3	42 K to Kt 3	P to K 6
3 P to K B 4	P t. P	43 R to K 7	K to Q 4
4 P to Q 4	Q to R 5 (ch)	44 P to Kt 6	R to R 8 (N)
5 K to K 2	P to Q 3	45 K to Kt 2	R to R 7 ch
6 Kt to B 3	B to Kt 5	46 K to R 3	R to R 8
7 B t. P	Castles	47 P to Kt 7	R to K Kt 8
8 K to K 3 (A)	B t. Kt (B)	48 R to B 8	Kt to K 5
9 Q t. B (C)	P to KB4(!)(D)	49 P to Kt 8 Q ch	R t. Q
10 P to Q 5	Q Kt to K2(E)	50 R t. R	P to B 4 (O)
11 K to Q 2	P t. P (?) (F)	51 R to Q 8 ch	Kt to Q 3
12 Kt t. P	Kt to K B 3	52 R t. P	Resigns.
13 Kt to Kt 5	Q to R 4 (G)		
14 Q t. Q	Kt t. Q		
15 Kt to B 7	Kt t. B		
16 Kt t. K R	K Kt t. Q P		
17 Kt to B 7	R to Q 2		
18 R to K sq	Kt to K B 3		
19 B to Q 3	P to K Kt 3		
20 K R to K B sq	B to Kt 2		
21 Kt to Kt 5	P to Q 4		
22 Kt to K 6	Kt to K 5 ch		
23 B t. Kt (H)	P t. B ch		
24 K to K 2	Kt to B 4		
25 Kt t. B	R t. Kt		
26 R to Q sq	P to Q Kt 3		
27 P to K Kt 4	Kt to Q 3		
28 P to Q Kt 3	R to K 2		
29 K to K 3	P to Q R 4		
30 P to Q R 4	K to Q 2		
31 R to B 6	K to B 3		
32 P to K R 4	R to K 4		
33 R to K R sq	P to Q Kt 4		
34 P t. P ch	R t. P		
35 P to R 5 (I)	R to QB4(!)(J)		
36 P to B 4 (K)	P to R 5		
37 P t. P P	P t. P (?) (L)		
38 R t. P	R t. P.		
39 R t. P	R t. P (M)		
40 P to Kt 5	R to R 6 ch		

(A) The main object of this gambit is to make the K available for both wings in the ending. There is hardly any real danger for White in the present position, and he ought to obtain some advantage in consequence of his K being in the centre, if he succeeds in exchanging Queens, as was the case on the first occasion, when this gambit was adopted by Steinitz against Neumann in the Dundee Tournament of 1867.

(B) The identical position occurred between Steinitz and Paulsen at Baden in 1870. The latter, however, played here Q to R 4, whereupon White answered B to K 2.

(C) Taking with the P is, I believe, stronger. If Black answers P to K B 4 the White B would attack the Q at Kt 3, followed by K to K 2, if Black checks at R 3 or Kt 4. The White centre is then fortified, and the attack may be strengthened by B to B 2.

(D) A good move, which requires to be carefully dealt with.

(E) P t. P might have led to the following continuation:

10	P t. P
11 Kt t. P	R to K sq
12 P t. Kt	P to Q 4
13 P to K Kt 3	Q to B 3

If Q to Q sq, White replies R to Q sq, and if 13 B to B 4 ch, 14 K to Q 2, P t. Kt, 15 Q to Kt 3, Q to Q sq ch, 16 K to K sq, B to Kt 3 (best), 17 R to Q sq, &c.

14 Q to Kt 4 ch	K to Kt sq
15 B t. P ch	K to R sq
16 P t. P ch	K t. P
17 B to K B 4,	

with a P ahead, and an excellent game.

(F) An error which costs the exchange. Kt to K B 3 was the proper defence, and would have given Black a good game, e.g.:

11	Kt to K B 3
12 P to K Kt 3	Q to R 4
13 Q t. Q	

There is nothing better, for if Q to B 2 Black would protect the R P with the K, making room for Kt to Q B sq if necessary. White's K P or Q's centre P would then remain weak.

13	Kt t. Q
14 B to R 3	Kt t. B,

followed by P to K Kt 3, &c.

(G) Nothing better. If either Kt t. P White answers P to K Kt 3.

(H) K to Q sq would have afforded a surer way of winning, e.g.:

23 K to Q sq	B to R 3 (best)
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If Kt to B 4 instead, White exchanges the B, followed accordingly by R to B 8 ch or B t. Kt, winning the P in either case.

24 R to B 7	Kt to B 4
-------------	-----------

He cannot afford to lose the R P.

25 R t. R	K t. R
26 B t. Kt	P t. B

If K t. Kt instead, White exchanges the other Kt, checking, followed by R to K 7.

27 R t. P	Kt to K 6 ch
28 K to K 2	Kt t. B P or Kt P

29 Kt to B 5 ch	K to B 3 (best)
30 Kt to Q Kt 3	

or Q 3, according to Black's previous 29th move, and in each case the loss of a piece is threatened accordingly by K to Q 3 or K to B 2, and White has gained time for the winning move R to K 7.

(I) Premature perhaps, and certainly not as strong as R to Q R sq, which would have deprived Black of all prospect of opening any important file for his R, and at the same time threatened R to B 8, followed accordingly by R to Q R 8 or R to K R 8.

(J) A very fine move, which, in conjunction with his next move, affords Black a strong counter-attack.

(K) If K to Q 2 Black could answer R to K Kt 4, which he could not well do before on account of the reply K to B 4.

(L) Injudicious. He ought to have taken the B P at once, which would have given him fair drawing chances. It would have made all the difference that White, in order to win the Kt P, must have placed his R in front of his own P at Kt 6, which would have ultimately cost him at least one important move with that Rook.

(M) If 39 R to B 6 ch, 40 K to B 4, R to B 6 ch (or 40 P to K 6, 41 R to K 7), 41 K to Kt 5, and should win.

(N) Of course if Kt to K 5 ch White takes the Kt with the R, followed by P to Kt 7, winning easily, since Black's K P can afterwards be stopped by R to K 6 ch.

(O) The check of the R at Q 8 would also be the winning answer against P to K 7.

Game 34, played on the 27th of April.

STEINITZ GAMBIT.

White.	Black.
W. STEINITZ.	B. ENGLISH.
1 P to K 4	P to K 4
2 Kt to Q B 3	Kt to Q B 3
3 P to B 4	P t. P
4 P to Q 4	Q to R 5 ch
5 K to K 2	P to Q 4
6 P t. P	Q to K 2 ch (A)
7 K to B 2 (B)	Q to R 5 ch
8 P to Kt 3 (C)	P t. P ch
9 K to Kt 2 (D)	B to Q 3 (!) (E)
10 P t. Kt (?) (F)	P t. R P [ch
11 Q to B 3 (G)	P t. Kt queens
12 K t. Q	Q t. P ch
13 B to K 3	Q to B 3
14 Q to K 2 (H)	Kt to K 2 (I)
15 B to Kt 2	P t. P
16 Kt to K 4	Q to Kt 3
17 P to B 4 (J)	B to Kt 5
18 Q to K B 2	Castles K R
19 R to K sq (K)	Kt to B 4
20 Kt t. B (L)	Kt t. B (!) (M)
21 R t. Kt	Q t. Kt
22 Q to R 4	P to K R 4
23 R to K Kt 3	K R to K sq
24 R t. B (N)	Q to Q 8 ch
25 K to R 2	Q t. R
26 Q t. Q	P t. Q
27 K to Kt 3	Q R to Q sq
28 B t. P	R to K 7
29 P to Kt 4	R t. P
30 R to K sq	R to Q 6 ch
31 K to R 4 (O)	P to Kt 3 (P)
32 R to K 7	P to Kt 6
33 R to K sq	R to Q 5 ch
34 K t. P	R t. P
Resigns.	

(A) This move was, I believe, first suggested by Mr. MacDonnell, and introduced into practice by Captain Mackenzie against myself in our series of games at New York. Its object is to draw against the first move by perpetual check.

(B) The only move, excepting K to B 3, in which case Black would also reply Q to R 5. If K to Q 2

Black obviously mates at once at K 6, and K to Q 3 is also disastrous, owing to B to B 4 ch.

(C) White can in no other way escape the draw, for if K to K 2 the Q would again check at K 2.

(D) If P t. P Black might simply reply Q t. Q P ch, remaining with a P ahead. Q t. R would, however, be dangerous on account of B to Kt 2, followed by P t. Kt. White's position would then be worth the sacrifice of the exchange, owing to Black's Q being quite out of play.

(E) A very fine move.

(F) Much inferior to Q to K sq ch.

(G) It is not at all certain that White's game was indefensible if he had tried to save the piece by K Kt to K 2, e.g.:

11 K Kt to K 2	B to R 6 ch
12 K to B 3	Castles
13 Q to K sq	Q to Kt 5 ch

Of course he dare not take the Q, or B t. B ch would win.

14 K to K 3	Kt to B 3
-------------	-----------

If R to K sq ch, White replies K to Q 2.

15 Q to B 2, &c.

(H) Very weak. He could still maintain some attack by Q to K 4 ch, e.g.:

14 Q to K 4 ch	Q to K 2
15 B to Kt 2	P to Q Kt 3
	(best),

for if Q t. Q White retakes with the Kt, and should then Black advance the Q Kt P, White wins by Kt t. B ch and P to B 7.

16 B to Q 4	P to B 3
17 R t. P	

and though Black is a P ahead and

his Pawns on the K side are very strong, White has certainly a more defensible game than in actual play.

(I) The full effect of this excellent move had been overlooked by White, who had speculated on replying P t. P, followed by Q to Kt 5 ch, in which case, however, Black could interpose the B at Q B 3.

(J) Q to B 2 was much better. It was, however, futile to attempt an attack by Kt to Kt 5, for Black could well answer P to K R 3, and if White then attempted B to K B 3, Black would simply win a piece by K B to Q B 4.

(K) If B t. P Black would win at least two minor pieces for the R by R t. B, followed by B to B 6; and if Kt t. B first, it became also dangerous to capture the P afterwards, as the B could be shut out by P to B 4.

(L) Again B t. P would have accelerated the loss, *e.g.* :

20 B t. P	R t. B
21 Q t. R	B to K 4
22 K to B sq	

(If 22 Kt to B 2, B to B 6)

22 Kt to Q 5,
with a fine attack.

(M) Excellent play, as White cannot well allow his B to be exchanged, which would seriously compromise the position of his K.

(N) An oversight which costs the exchange, but the game was not to be saved anyhow.

(O) If he took the P the game might have proceeded thus :

31	R to Q 5 ch
32 K to Kt 5 (best)	R t. P
33 B to Q 5	R fr. R 7 to Q B 7
34 R to K 8 ch	K to R 2
35 B t. P	R to Kt 7 ch,

and wins in a few moves.

(P) By thus cautiously providing an outlet for his K on a Black sq all hope of the adversary to gain one of the Rooks with a check is cut off.

Game 35, played on the 30th of April.

STEINITZ GAMBIT.

White.	Black.	White.	Black.
W. STEINITZ.	M. TCHIGORIN.		
1 P to K 4	P to K 4	14 B to Q 3	B to B 4
2 Kt to Q B 3	Kt to Q B 3	15 Kt t. B ch (D)	P t. Kt
3 P to B 4	P t. P	16 B to Kt 5 ch	K to B sq (E)
4 P to Q 4	Q to R 5 ch	17 P to B 4	Kt to K B 3
5 K to K 2	P to Q 4	18 Kt to B 3	B to Kt 5 (F)
6 P t. P	Q to K 2 ch	19 Kt to Q 4	Kt to B 4
7 K to B 2	Q to R 5 ch	20 Kt t. Kt	Q t. Kt
8 P to K Kt 3	P t. P	21 B to B 4	P to Kt 4 (!)
9 K to Kt 2	B to Q 3	22 B t. P ch	K to Kt 2
10 Q to K sq ch (A)	Q Kt to K 2 (B)	23 B t. B (G)	Kt t. R
11 P t. P	Q t. Q P	24 Q to B 3 ch (H)	P to B 3
12 R to R 4 (C)	Q to B 3	25 R to K B sq	Q to K 5 ch
13 Kt to K 4	Q to Kt 3	26 K to Kt sq	Q to K 7
		27 R to B 3	K R to K sq (!) (I)

White.	Black.
28 B t. R	R t. B
29 B to B 5	Q to R 7 ch
30 K to B sq	R to K 7 (J)

Resigns. (a)

(A) The position is identical with that of the game between Steinitz and Englisch, and the observations made about the latter apply up to this point, where White adopts the correct move in the text in lieu of the faulty P t. Kt.

(B) Some of the competitors in the Tournament afterwards suggested Q to K 2 at this point. As will be remembered, Messrs. Winawer and Rosenthal subsequently gave up a game of the same opening as a draw, the former allowing the perpetual check without interposing the P at Kt 3 on the 8th move. Herr Winawer stated to me that he was afraid of the above-mentioned move at the point now arrived at. But subsequent examination, much supported by some trials in off-hand games between Mr. R. Steel of Calcutta and Mr. Sellman, proved that this defence is not satisfactory. The following is a likely continuation:

10	Q to K 2
11 B to K Kt 5	P to B 3

(or 11 Q t. Q, 12 R t. Q ch, Q Kt to K 2, 13 P t. P, followed mostly by Kt to K 4, &c.)

12 P t. Kt	P t. B
13 B to Q Kt 5	P to Q Kt 3
14 Kt to Q 5	Q t. Q
15 R t. Q ch	Kt to B sq (best);

if Kt interposes the R may take off, followed by Kt t. P ch.

16 P t. P, with the superior game.

(C) By no means as good as K Kt to B 3, pointed out by Mr. Steel, who also suggests the following continuation in case Black then retreats the Q to Q Kt 3:

12 Kt to B 3	Q to Kt 3
13 B to K 3	Q t. P

14 B to Q 3	B to Q Kt 5
15 B to Q 4	P to K B 3
16 R to Kt sq	B t. Kt
17 B t. B	Q t. P
18 R to Kt 5, with a strong attack.	

(D) Very weak. K Kt to B 3 was clearly the proper move, when the game might have gone on thus:

15 K Kt to B 3	Castles
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(or 15 Kt to K B 3, 16 Kt t. Kt ch, Q t. Kt, 17 B to K Kt 5, Q to Kt 3, 18 B t. Kt, B t. B, 19 B t. B, Q t. B, 20 R to K 4, with an excellent game.)

16 P to B 4	B t. Kt
17 B t. B	P to B 4
18 B to Q 3	Kt to K B 3
19 Kt to K 5, with a strong attack.	

(E) Well played. Had the Bishop interposed he would have been subjected to a powerful attack, thus:

16	B to Q 2
17 B t. B ch	K t. B
18 Q to Kt 4	Q t. B P ch
19 B to Q 2, &c.	

(F) B to K 5 was, I believe, stronger, for he threatened then Kt to K B 4, followed accordingly either by Kt to Q 5 or P to K R 4, as well as to get rid of White's Q centre P by P to Q R 3, followed by P to Q Kt 4.

(G) Compulsory. If R to R 2 the game might have proceeded thus:

23 R to R 2	P to Q R 3
24 B to R 4	P to Kt 4

25 B to Q sq (best); if P t. P the answer Q t. Q P ch wins. (Or 25 B to Kt 3, R to K sq, 26 Q to K B sq (best), Q to K 5 ch, 27 K to Kt sq, Q to K 6 ch, 28 Q to B 2 (best), Q t. Q ch, followed by Kt to K 5.)

25	R to K sq
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26 Q to K B sq (best); if Q to B 3 Black wins by Q to K 5 ch, followed accordingly by Q to K 8 ch; or,

should the K move to B sq, by B t. B and Q to B 6 ch.

26 Q to K 5 ch
27 B to B 3 B t. B ch, followed by Q t. B P.

(H) An extraordinary error. White had still a game good enough for at least a draw by Q to K 2, *e.g.*:

24 Q to K 2 P to K R 4
25 R to K B sq R to K sq

(Or 25 Q to Kt 3, 26 P to B 5, K R to Q sq, otherwise White obtains an excellent game by B to B 7, 27 B to Q 3, R to K sq; if Q to R 3, White wins by Q to K 7, 28 Q t. R, R t. Q, 29 B t. Q, Kt to K 6 ch, 30 K to B 2, Kt t. R, 31 B t. R P, with a fine game.)

26 B t. R R t. B

27 R t. Q (not Q t. R, in which case Black would win by Q to B 7 ch, followed by Kt to R 7 ch and Kt t. R ch.)

27 R t. Q ch

28 K to B 3 (best), and now Black has nothing better than to draw by checking backwards and forwards at K 6 and K 7.

(I) Excellent play. Black takes the fullest advantage of his superior position.

(J) Black had here a mate in two by Q to R 8 ch and Q to R 6 mate.

(a) The result of these two games at his own opening severely handicapped Mr. Steinitz, and had a most prejudicial effect on his position throughout the Tournament. Whether the gambit be, or be not, theoretically sound, the danger in endeavouring to avoid the perpetual check on the 8th move was so great practically, that even Mr. Steinitz, who is so thoroughly acquainted with all its intricacies, did not again venture to adopt it, and it will probably never be played again in important contests, or only by an inferior player, content to accept the draw which the second player can force.

Game 36, played on the 1st of May.

QUEEN'S GAMBIT DECLINED.

White.	Black.	White.	Black.
W. STEINITZ.	J. MORTIMER.		
1 P to Q 4	P to Q 4	15 Q R to K sq	Kt to B 2 (E)
2 P to Q B 4	P to K 3	16 Kt t. Kt	K t. Kt
3 Kt to Q B 3	B to Kt 5 (A)	17 P to K 4	Kt to B 5
4 P to K 3	Kt to K B 3	18 B to B 4	Q to B 3 (F)
5 B to Q 3	Castles	19 P t. P	P to K Kt 3
6 Kt to K B 3	P t. P (B)	20 R to K 5	P to B 3 (G)
7 B t. B P	Kt to K 5 (C)	21 B to B sq	Kt to Q 4
8 Q to B 2	B t. Kt ch	22 B to K Kt 5 (I)	Q to Kt 2 (H)
9 P t. B	Kt to Q 3	23 P t. Kt P ch	P t. P
10 B to Q 3	P to K B 4 (D)	24 K R to K sq	B to Q 2
11 Castles	Kt to Q 2	25 K R to K 4	P to Kt 4
12 B to R 3	Kt to B 3	26 B to Q 3 (I)	P to R 4
13 Kt to K 5	R to K sq	27 R to Kt 4	R to K Kt sq
14 P to K B 3	Kt to Q 4	28 P to K R 4	P to Q B 4
		29 R t. Kt (J)	P t. R

White.	Black.
30 R to B 4 ch	B to B 4 (K)
31 B t. B (L)	R fr. Kt. to K sq
32 B t. P ch	K to Kt sq
33 R to B 7	Q t. R
34 B t. Q ch	K t. B
35 Q to B 5 ch	K to Kt 2
36 Q to B 6 ch (M)	K to Kt sq
37 B to R 6	Resigns (N)

(A) Not a good move. Its main object is evidently to double White's Q B P, which, if anything, is, in the present position, to the advantage of White on account of Black's Q P being already advanced to the 4th. This will enable White to exchange the front B P at his own convenience, and in the meanwhile his centre, in combination with two Bishops, remains strong.

(B) P to Q B 4 is much preferable. White cannot well take that P on account of R t. Kt ch, followed by Q to R 4.

(C) Again P to Q B 4 was preferable.

(D) He stops the advance of the adverse K P at the cost of weakening his own. On the whole P to K R 8 was safer.

(E) Black has the much inferior game; but this makes matters worse. P to Q Kt 4 was probably his best defence.

(F) A Pawn was lost at least. If 18 K to Kt 3, 19 B to B sq, Kt to R 4 (or 19 Q to Q 3, 20 P to K 5, Q to B 3, 21 Q to Kt 3 threatening B to Q Kt 5 and wins), 20 P to K 5, followed by P to K Kt 4, &c.

(G) Evidently if P t. P, R t. B P and wins.

(H) Of course if Q t. B, the reply P t. K P ch wins easily.

(I) B t. Kt would probably have won quicker, e.g.:

26 B t. Kt	K P t. B
27 R t. B 4 ch	K to Kt sq

If B interposes, White takes it off with the R from K 5, followed after Q t. P ch by R to Kt 4, &c.

28 B to B 6	Q to R 2
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(or 28 Q to R 3, 29 R to Kt 5, K to R 2, 30 R t. P, followed by R to R 4 ch, or accordingly R to Kt 7 double ch).

29 R to Kt 5	K to B 2
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30 B to K 5 dis ch,

followed accordingly by P to K Kt 4 or R t. P.

(J) The game is forced from this point.

(K) If K moves, Q to K 2 ch mates in two moves.

(L) Obviously if he took the B mate followed in three moves.

(M) Not as precise as B to B 6 ch, which led to a direct mate, thus:

36 B to B 6 ch	K to B 2
37 B to K 5 dis ch	K to K 2
38 Q to B 6 ch,	

followed by Q to Q 6 ch and mates next move.

(N) R to R 2 seems his best defence, and then Q to Kt 6 ch wins a Rook.

Game 37, played on the 3rd of May.

RUY LOPEZ.

White.	Black.	White.	Black.
J. MASON.	W. STEINITZ.		
1 P to K 4	P to K 4	47 R t. B P	P to Q 6
2 Kt to K B 3	Kt to Q B 3	48 R to K B 7 ch	K to K 6
3 B to Kt 5	P to Q R 3	49 B to Q sq	R t. P
4 B to R 4	KKt to K2(A)	50 K to Kt 2	K to Q 7
5 P to Q 4	P t. P		Resigns.
6 Kt t. P	Kt t. Kt		
7 Q t. Kt	P to Q Kt 4		
8 B to Kt 3	P to Q 3		
9 P to Q B 3 (B)	B to K 3 (C)		
10 B to B 2	Kt to B 3		
11 Q to K 3	B to K 2		
12 P to K B 4	Castles		
13 Castles	P to Q 4 (D)		
14 R to Q sq	R to K sq		
15 P to K 5 (?) (E)	P to Kt 3		
16 P to Q Kt 3 (F)	P to B 3		
17 Q to Kt 3	P t. P		
18 P to B 5 (?) (G)	B to R 5		
19 Q to Kt 4	B to B sq		
20 P to Kt 4 (H)	K to R sq (I)		
21 P to R 4	P t. R P		
22 B t. P	B t. P		
23 Q to K 2	Q to Q 3		
24 Kt to R 3	Q to K 3		
25 P to K R 3	P to K R 4		
26 B to Kt 2	K to R 2		
27 Q to Q 2	K R to Q sq		
28 Kt to B 2	Kt to K 2		
29 Q to K 3	B to K 5		
30 R to K B sq	Kt to B 4		
31 Q to B 5	Q to Q 3 (J)		
32 Q t. Q	R t. Q		
33 P to B 4	P to Q 5		
34 P to B 5	R to K B 3		
35 P to Kt 4	P t. P		
36 P t. P	Kt to R 3		
37 R t. R	B t. R		
38 R to K sq (K)	B t. Kt (L)		
39 B t. B	Kt t. P		
40 B to B sq	Kt to R 3 (M)		
41 B t. Kt (N)	K t. B		
42 R to R sq	R to Q Kt sq		
43 R t. P	K to Kt 4		
44 R to R 4 (O)	K to B 5		
45 R to R 6	B to R 5		
46 R to B 6 (P)	P to K 5		

(A) This defence, first introduced by myself in the Vienna Tournament of 1882, has since been sufficiently tested against several excellent players in America. On the whole I consider it quite as satisfactory as any of the accepted book forms.

(B) White has to guard against the loss of a piece by P to Q B 4 and P to B 5.

(C) Better than P to Q B 4, which I used to adopt in the Vienna Tournament, and which left the Queen's P weak.

(D) An error, which ought to have cost a valuable P. R to K sq was the proper move. If White then advanced P to B 5 his K P became weak.

(E) Feeble. He could safely advance P to B 5, followed by R t. P, and Black had then hardly sufficient compensation for the P lost.

(F) White keeps his pieces inactive at home. Q to B 2, with the object of making room for the development of his B, was superior.

(G) Unsound. White had evidently overlooked Black's reply.

(H) If:

20 B to K 4	Kt to Q 5
21 P t. Kt	P t. B
22 P t. P	B t. P,

with a winning game.

(I) Not so strong as P to K 5.

(J) Q to Kt 3 was superior. If White then exchanged, Black gained

an additional open file for his Rooks at Q B sq.

(K) White defends himself splendidly against the adverse superior force.

(L) Compulsory, for if the B removes White replies P to K Kt 5. Though Black gains a P thereby his winning is by no means clearly established on account of the opposite two Bishops and the weakness of his Rook's P.

(M) There is no other way of bringing this Kt into play without loss.

(N) He remains with Bishops of opposite colours and obtains freedom for attacking the Q R P. If R to K B sq Black would give up one P by Kt to B 4 and easily win afterwards with the two passed Pawns after K to Kt 3. B to K 4 was, however, better, and might have led to the following continuation:

41 B to K 4	R to Q Kt sq
42 B to Q 2	Kt to B 2
43 B to Q 5	K to Kt 2
44 R to K B sq	R to K B sq

Best, apparently. 45 R to Q R sq, with a somewhat better defensive prospect than in actual play.

(O) By this retreat he allows Black to gain an important move with his K. It was better to attack the B P, for only by very careful play could Black then retain sufficient advantage, *e.g.* :

44 R to B 6	R t. P
45 R t. P	R to Kt 7

The only proper move.

46 B to K 4	R to K 7
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Again the only move. If 46 K to B 5, 47 B t. P, P to K 5, 48 R to K B 7, 48 K to K 4, 49 B t. P, &c.

47 B to Q 3	R to K 6
48 B to R 6	P to K 5
49 B to Kt 7	K to B 4
50 R to Q 7	R to Q B 6
51 P to B 6	B to K 4,

and wins, but not without some further trouble.

(P) Too late now. Black's K has crossed in support of his Pawns, and the adverse B is also better posted than before. Black now wins without difficulty.

Game 38, played on the 4th of May.

RUY LOPEZ.

White.	Black.	White.	Black.
G. H. MACKENZIE.	W. STEINITZ.	13 P to Q B 3	Kt t. B
1 P to K 4	P to K 4	14 P t. Kt	Q to Kt 4 (E)
2 Kt to K B 3	Kt to Q B 3	15 Q to B 3	B to Q 2
3 B to Q Kt 5	P to K Kt 3 (A)	16 B to B 4	Q R to K sq
4 P to Q 4	P t. P	17 Q R to K sq (F)	B to K 4 (?) (G)
5 Kt t. P	B to K Kt 2	18 Kt to K 2 (?) (H)	R to K 2
6 B to K 3	Kt to K B 3	19 Kt to B 4	K to Kt 2
7 Kt to Q B 3	Castles	20 R to Q sq (I)	B to B sq
8 Castles (B)	Kt to K 2	21 R to K B 2	B to Q B 2
9 P to K R 3 (C)	P to Q B 3	22 K to R sq	Q to K 4
10 B to Q 3	P to Q 4	23 R to K sq	B to K B 4
11 P t. P (D)	Q Kt t. P	24 K to Kt sq	K R to K sq (J)
12 Kt t. Kt	Kt t. Kt	25 P to K Kt 4	B to K 5

F

White.	Black.
26 Q to Q sq (K)	R to Q sq
27 Q to K 2	Q R to Q 2
28 Q to B sq	K to R sq
29 P to K R 4 (L)	P to K B 4
30 P to Kt 5	R to Q 7
31 Q to R 3 (M)	R t. R
32 K t. R	Q to Q B 4
33 Kt to K 6 (N)	Q t. R
34 Kt t. R (O)	B t. Kt
35 Q to K Kt 3	Q to Q 4
36 P to Q B 4	Q to Q 2
37 Q to K 5 ch	K to Kt sq
38 R to K 2 (P)	P to K R 3 (!) (Q)
39 K to K sq (!) (R)	B to B 2
40 Q to Q 4 (S)	B to Kt 6 ch
41 K to Q 2	Q t. Q ch
42 P t. Q	B t. P
43 P t. P	B to Kt 4 ch
44 K to K sq (T)	B t. P
45 K to B 2	K to B 2
46 P to Q Kt 3	B to B 5 (U)
47 P to Q R 4	P to K Kt 4
48 P to K R 5	P to K Kt 5
Resigns.	

(A) A defence first suggested, I believe, by Mr. Ranken in the *Chess-Player's Chronicle*.

(B) Here Kt t. Kt or B t. Kt were preferable. The move in the text makes the position similar to a variation in the Three Knights' game, with the difference in favour of the defence that White's K B is not well posted at Kt 5 and will have to lose a move when attacked by the Q B P.

(C) A wasted move. P to K B 3 was, I believe, White's best play now.

(D) He had hardly anything better. If 11 P to K 5, Kt to Q 2, 12 P to K 6 (best, for if P to K B 4, Black wins a piece by P to Q B 4), Kt to K 4, with an excellent game. The Kt from Q 4 could not well remove, since Black threatened to gain the Q Kt P ultimately after exchanging the centre P.

(E) Q to K 2 was preferable.

(F) It would have been dangerous to capture the B P checking, for Black would remove the K, threatening R to K 2.

(G) A grave error, which ought to have cost him dearly. R to K 2 was the correct play.

(H) Fortunately for Black Captain Mackenzie overlooks here that he could win thus :

18 B t. P ch	K to Kt 2 or R sq
19 B t. R	R t. Q
20 Kt t. R	Q to K 2
21 B t. B	B to Kt 6
22 R to Q sq,	

and White remains with three pieces, including two Rooks, for the Q.

(I) Threatening to win by R t. B, followed by Kt to K 6 ch.

(J) P to K Kt 4 would not have been good, for White could then check with the Kt at R 5, followed by P to K Kt 4, should the K protect at Kt 3.

(K) Loss of time. Q to K 2 at once was better.

(L) This weakens the Pawns on the K side. B to K 2, with the object of opposing Bishops at B 3, was better.

(M) This loses a piece. It was, however, difficult for White to find a satisfactory defence. If 31 P to R 5, P t. P, 32 Kt t. P (or P to Kt 6, Q to B 3), Q to R 7 ch, and mates next move. Again R fr. K sq to K 2, with the object of moving the same R backwards and forwards, would not mend matters, e.g.:

31 R fr. K sq to K 2	B to Kt 3
32 R t. R	R t. R
33 Q to K sq (or R t. R, B t. P ch,	
followed accordingly by Q t. Kt, or	
B t. Kt ch, winning)	

33 R t. P
34 R t. R Q t. Kt, and
wins.

(N) If 33 P to R 5, Q t. B, 34 P t. P, R to Q 2, 35 Q to R 6, B t. Kt, and wins; for mate in a few moves is threatened, commencing with R to Q 7 ch, and if White checks at B 8 and afterwards at B 6, Black will interpose the Q at Kt sq and Kt 2.

(O) If 34 Kt t. B, R to Q 7 ch, 35 K to Kt 3, R to Kt 7 ch, 36 K to B 4, Q to B 2, 37 Kt to R 8, Q to K sq, threatening Q to Q Kt sq ch, 38 Kt to B 7, Q to K 2, and wins.

(P) It was of no use to sacrifice the R at Q sq, for Black would take, and White had no more than two checks, as Black's K would

become safe the second time at K B 2.

(Q) The winning move.

(R) A desperate attempt to turn the tables, and even to win, should Black take the P, by R to Q 2, followed accordingly by Q to K 6 ch, or Q to Kt 8.

(S) If 40 Q to B 6, B to Kt 6 ch, 41 R to B 2 (best), B t. R ch, 42 K t. B, Q to Q 7 ch, 43 K to B sq (best), B to Q 6 ch, 44 K to Kt sq, Q to K 8 ch, 45 K to Kt 2, B to K 5 ch, and mates in three moves.

(T) Best, apparently, to be near the hostile Pawns, and also because if K to B 3 the Q P was liable to be pinned by the B and again attacked by the Q B P.

(U) The march of Black's K Kt P becomes now irresistible.

Game 39, played on the 7th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
A. B. SKIPWORTH.	W. STEINITZ.		
1 P to Q B 4	P to K 4 (A)	22 K R to Q sq	B to K 3
2 P to K 3	P K Kt 3 (B)	23 P to K 5	Q B t. B P
3 Kt to Q B 3	B to Kt 2	24 Kt t. P (H)	B t. B
4 B to K 2 (C)	Kt to K 2	25 R to Kt 3	Q to B 4 (I)
5 P to Q 3 (D)	Castles	26 R (Kt 3) t. B	B t. P
6 Kt to B 3	P to Q 4	27 Kt to Kt 3 (!) (J)	Q to Q Kt 4 (K)
7 Castles	Q Kt to B 3	28 Q to K R 4	P to R 5
8 P to K 4 (E)	P t. B P	29 Kt to B sq	B to Kt 7 (?) (L)
9 P t. P	Kt to Q 5	30 Kt to K 2	Q R to K sq
10 B to K 3	P to K R 3	31 Kt to Kt 3	B to Kt 2
11 Q to Q 2	K to R 2	32 Kt to K 4	P to K B 4
12 Q R to Q sq	Kt (K 2) B 3	33 Kt to Kt 5 ch (M)	K to Kt sq
13 Kt to Q 5	Kt to K 3	34 Kt to B 3	P to Kt 4
14 B to Q 3	Kt (B 3) Q 5	35 Q to Kt 3 (N)	P to B 5
15 Kt t. Kt (F)	P t. Kt	36 Q to Kt 4	Q to K B 4
16 B to B 4	P to Q B 3	37 P to K R 3	Q t. Q
17 Kt to Kt 4	Kt t. B	38 P t. Q	B to B 3
18 Q t. Kt	Q to Kt 3	39 K to B sq	R to Q sq
19 P to Q R 3 (G)	P to Q R 4	40 R t. R	R t. R
20 Kt to B 2	Q t. P	41 R to Kt sq	P to Kt 4
21 R to Kt sq	Q to B 6	42 K to K 2	K to B 2
		43 Kt to Q 2	B to K 2

White.	Black.
44 R to Q B sq	R to Q 3
45 R to Q R sq (O)	K to K 3
46 P to B 3	R to Q 5
47 K to Q sq (P)	P to Kt 5 (!)
48 K to B 2	P to Kt 6 ch
49 K to B 3	B to B 3
50 R to K R sq	R to Q 4 ch
51 K to Kt 4	R t. Kt
52 K t. P	P to Kt 7
53 K to Kt 3	P to B 4
54 K to R 2	P to B 5
Resigns.	

(A) Not much favoured by book authorities or first-class practitioners. It was adopted here in order to continue it with an experiment on the next move.

(B) The K fianchetto seems to be a fair resource in this position, as far as can be judged from the progress of the present game.

(C) Probably with the object of reserving the K Kt for R 3 square should Black advance P to K B 4. However Kt to K B 3 at this point is, I believe, preferable.

(D) Whereby White shows himself content with at least a waiting if not a defensive game, as the advance of his P to Q 4 seems to give him the only prospect of opening the position. No doubt this would have given Black's K B a longer range, but then Black would have had to exchange Pawns for that purpose and White's Q B would have escaped confinement.

(E) A weak point is thus created at Q 4, whereon Black can settle one of his pieces, which can only be exchanged with disadvantage. Black gains time to form his position for ultimate action at his own leisure.

(F) This loses a P. The better plan was to capture the Kt with the B, though even then Black retained a slight superiority of position, *e.g.*: 15 B t. Kt, P t. B, 16 P

to K 5, P to Q B 3, 17 Kt to B 4, Kt t. Kt, 18 Q t. Kt, P to Q B 4, 19 B to K 4, B to K 3, with the better game.

(G) He speculates on the somewhat confined position of the opponent's Q should Black endeavour to gain the Q Kt P, but as will be seen the weakness of his Q side becomes irreparable. The following was a better way of abandoning the P: 19 Q to Q 6, R to Q sq (or 19 P to Q R 4 (?), 20 Kt to Q 5, Q t. P, 20 R to Kt sq, followed by Kt to B 7, or Kt to Kt 6), 20 P to B 5, R t. Q, 21 P t. Q, P t. P, 22 P to Q R 3, and Black's majority of Pawns is not as strong on account of the doubled P. On the 20th move of this variation Black has another apparently promising line of play, which, however, seems to turn in favour of White, and this was an additional reason for adopting the proposed defence. For instance: 20 Q to R 4, 21 Q to K 7, R to Q 2, 22 Q to K 8, Q t. Kt, 23 P to K 5, Q t. B P, 24 P to K 6, R to K 2, P t. P, with a fine attack.

(H) White makes an ingenious defence, which gives him great hopes of prolonging the fight.

(I) Not as good as Q to B 5, which would have saved time and trouble. White had then nothing better than to take the B with the R from Kt 3 (for if the other R took the answer was B t. P), whereupon Black could advance P to Q B 4, which forced the exchange of Queens and the gain of a P in a more reduced position.

(J) Again finely played.

(K) Black would have had a troublesome game if he had exchanged Queens, *e.g.*: 27 B t. Q, 28 Kt t. Q, P to Kt 3, 29 Kt to Q 7, K R to Q B sq (best), 30 P to Kt 3, B to B 2 (or 30 B to Kt 4, 31 P to B 4, followed by R to K sq), 31 R to K sq, &c.

(L) Confining the Kt by Q to Kt 7 was much better play.

(M) Of course Kt to Q 6 would be fatal on account of the reply Q t. R.

(N) Q to R 5 gave more chance of prolonging resistance. He had then nothing to fear from the reply

P to Kt 5, in which case he would first move his R out of danger by R to Q 7, threatening R t. B ch, &c.

(O) Black threatened R to K 3 ch followed by B t. P.

(P) After this White's game becomes hopeless.

Game 40, played on the 10th of May.

GIUOCO PLANO.

White.	Black.	White.	Black.
DR. NOA.	W. STEINITZ.		
1 P to K 4	P to K 4	36 Kt t. B	Q t. Kt
2 Kt to K B 3	Kt to Q B 3	37 Q to B 5	R to B 2
3 B to B 4	B to B 4	38 R to R 7	R (Kt sq) to K B sq
4 P to Q 3	P to Q 3	39 R (R sq) to R 6	R t. R
5 P to K R 3 (A)	Kt to B 3	40 R t. R ch	K to Q 3
6 Kt to B 3	Q Kt to R 4	41 Q to Kt 5	Q to B 3
7 B to Kt 3	Kt t. B	42 Q to B 5	Q t. Q (?) (I)
8 R P t. Kt	P to B 3	43 K P t. Q	Kt to B 5
9 Kt to Q R 4	B to Kt 5 ch	44 K to K sq	Kt to Q 4
10 B to Q 2 (B)	B t. B ch	45 K to Q 2	P to R 5
11 Q t. B	Castles	46 P t. P	P t. P
12 Q to Kt 5	P to K R 3	47 R to R 6 ch	K to Q 2 (J)
13 Q to R 4	Q to R 4 ch	48 R to R 7 ch	Kt to K 2
14 K to K 2	Q to B 2	49 R to R 6	Kt to B sq
15 P to K Kt 4	Kt to R 2	50 R to K 6	R to K sq
16 K R to K Ktsq (C)	P to B 3	51 R to K R 6	Kt to Q 3
17 Q to Kt 3	R to B 2	52 R to R 7 ch	R to K 2
18 Kt to B 3	P to Q 4	53 R to R 8	Kt to K sq
19 P to K R 4	P to Q 5 (D)	54 P to Kt 5 (K)	Kt to Q 3
20 Q Kt to Kt sq	P to K Kt 4	55 P to B 6	R to K sq (L)
21 Q Kt to Q 2	Kt to B sq	56 R to R 7 ch	K to K 3
22 P t. P	R P t. P	57 R to Q B 7	K to B 4 (M)
23 R to R sq	Kt to Kt 3	58 R t. P (?) (N)	Kt to B 2
24 Q R to K Ktsq (E)	Q to R 4 (?) (F)	59 R to R 6	Kt t. P
25 Kt to B 4	Q to B 4	60 R t. P	K t. P
26 K to Q sq	P to Q Kt 4	61 P to Q B 3	R to K R sq
27 R to R 6	R to K Kt 2	62 K to B 2	Kt t. P
28 Kt (B 4) to Q 2	P to Q R 4	63 K to Kt 3	K to B 4
29 R (Kt sq) to R sq	B to K 3	64 P to B 4 (?) (O)	Kt to K 8
30 Q to R 2	K to B 2 (G)	65 P to B 5	Kt t. P
31 Q to R 5	Q R to K Ktsq	66 P to B 6 (?)	Kt to B 4 ch
32 Kt t. Kt P ch (!) (H)	P t. Kt	Resigns.	
33 Kt to B 3	K to K		
34 Kt t. Kt P	Q t. K 2		
35 P t. B 3	K to Q 2		

(A) A tame sort of opening, like most forms of the Giuoco Piano-

simo, which usually resolve themselves soon into waiting and manœuvring games.

(B) Best, for if Kt to B 3, Black advances P to Q 4; and if P to B 3, the Black B retires *vid* R 4, and the White Kt will be shut out from the game.

(C) Not as good as bringing the other R to the same post.

(D) Not well judged, for the blocking game is usually in favour of the Knights. B to K 3 was superior.

(E) Loss of time. White could have gained an important move here by R to R 6.

(F) Also useless: he should have pressed the attack by the advance of the Q Kt P and Q R P.

(G) Best, for White threatened R t. Kt, &c.

(H) A bold sacrifice, which taxes to the utmost Black's defensive powers, though the latter is a piece ahead.

(I) A gross error of judgment. Kt to K 2 instead would have forced White to exchange Queens without his having more than one passed Pawn—namely, on the K Kt file—where its eventual advance could not be sufficiently supported.

(J) If 47 K to B 4, 48 R to K 6, R to Q Kt sq (or 48 R to K R sq, 49 R t. P),

49 K to B sq, P to R 6, 50 P t. P, Kt to B 6, 60 R t. P ch, K to Q 3, 61 R to K sq, and White is safe with four Pawns ahead.

(K) In Dr. Noa's dashing style. R to R 6 was sufficient for drawing purposes; but Dr. Noa rightly judged that by the play in the text he had some winning chances without much risk.

(L) Best; in answer to R to B 2 White could attack the R P at Q R 8, thereby also threatening P to Kt 6.

(M) There was hardly anything better. If 57 R to K Kt sq, 58 R to K 7 ch, K to B 4, 59 P to B 7, R to K B sq, 60 P to Kt 6, K t. P (or 60 K to B 3, 61 R to Q B 7, &c.), 61 R to K 6 ch, &c.

(N) Overlooking Black's forcible reply. He could still draw thus: 58 P to B 7, R to K R sq (best), 59 P to Kt 6, K t. P, 60 R t. P, R to R 7 ch, 61 K to Q sq, R to R 8 ch, 62 K to Q 2. White would get the worst of it if he abandoned the support of the B P, and, on the other hand, Black has nothing better than to give perpetual check.

(O) This loses more quickly, but the game was not to be saved. If 64 K to B 4, K to B 5, 65 P t. P, P t. P, 66 P to Kt 4, K to K 6, 67 P to Kt 5, R to Q Kt sq, and should win.

Game 41, played on the 11th of May.

THREE KNIGHTS'.

White.	Black.	White.	Black.
J. H. BLACKBURNE.	W. STEINITZ.		
1 P to K 4	P to K 4	6 B to K 3	Kt to B 3
2 K Kt to B 3	Q Kt to B 3	7 B to K 2	Castles
3 Kt to B 3	P to K Kt 3	8 Castles	Kt to K 2 (A)
4 P to Q 4	P t. P	9 B to B 3	P to Q 3 (B)
5 Kt t. P	B to Kt 2	10 Q to Q 2	Kt to Q 2 (C)
		11 B to R 6	Kt to K 4

12 B t. B	K t. B (D)
13 B to K 2	P to K B 3 (E)
14 P to B 4	Kt to B 2 (F)
15 Q R to Q sq	P to B 3 (G)
16 B to B 4	B to Q 2
17 B t. Kt	R t. B
18 P to B 5	Kt to B sq
19 P to K 5 (H)	B P t P
20 Kt to K 6 ch	B t. Kt
21 P t. B	R to K 2 (I)
22 Q to Kt 5	Q to K sq (?) (J)
23 R to Q 3 (L) (K)	R t. P (L)
24 R to R 3 (I) (M)	Q to K 2 (N)
25 Q to R 6 ch	K to Kt sq
26 R to B 8 ch	Resigns.

(A) Better than R to K sq played at this point against Zukertort in this Tournament.

(B) P to Q 4 is the proper move here to equalise the game at once.

(C) The consequences prove this move as injudicious as it is clumsy in appearance. Kt to K square would have enabled Black to advance P to K B 4 with good effect if White replied B to R 6.

(D) Kt t. B ch was no more satisfactory, *e.g.*: 12 Kt t. B ch, 13 Kt t. Kt, K t. B, 14 Q to Q 4 ch, K to Kt sq (P to B 3 instead is also objectionable as White would answer Kt to R 4, or Kt to Q 2, followed by P to K B 4, with a strong attack), 15 Q to B 6, B to K 3 (if Kt to B 3 White exchanges Queens, followed by Kt to Q 5), 16 Kt to Q 4 with an excellent attack, for should Black answer Kt to B 3 White would exchange Queens and at least double the Q B P since the Kt cannot retake on account of the reply K Kt to Kt 5.

(E) P to K B 4 was also dangerous, *e.g.*: 13 P to K B 4, 14 P to B 4, K Kt to B 3 (or 14 Kt to B 2, 15 B to B 4, and Black's game is fearfully hampered, for he dare not exchange Pawns on account of White's threatening Q to Q B 3 after retaking the P with the Kt), 15 Kt t. Kt, Kt t. Kt (best),

16 Kt to Q 5, P t. P, 17 Q to B 3 ch, K to R 3, 18 P to K Kt 4, and should win.

(F) If K Kt to B 3 White may exchange, which would either gain time for the strong advance of P to B 5 or would cause Black to double his Q B P.

(G) This weakens the Q P: B to Q 2 at once was certainly better.

(H) The plan of which this is the initiation is ingenious, in as far as it is puzzling in actual play, but hardly analytically as sound as Q Kt to K 2 threatening Kt to K B 4 as well as preparing the advance of P to Q B 4.

(I) Best. If 21 R to B 4, 22 P to K Kt 4, Q to Kt 4, 23 Q t. Q, R t. Q, 24 P to K R 3, P to Q 4, 25 Kt to K 4, P t. Kt, 26 R to B 7 ch, K to R 3, 27 Q R to Q 7, and wins.

(J) A fearful blunder, Kt to Kt 3 would not alone have saved the game, but in all probability have been sufficient to win, *e.g.*: 22 Kt to Kt 3, 23 R to Q 3, if Kt to K 4 Black answers Kt to Q 4, 23 Q to K sq, 24 R t. P, Kt to B 5, 25 R to Q 7, R t. R, 26 P t. R, Q t. P, with a P ahead and a good game, for if White now attack the Q by R to Q sq Black may answer Q to K B 4.

(K) A beautiful move, which carries the day by force.

(L) P to K R 3 was the only hope, though useless against best play on the other side, *e.g.*: 23 P to K R 3, 24 Q to B 6 ch, K to Kt sq (best) (if K to R 2 White answers Kt to K 4 threatening Kt to Kt 5 ch, followed accordingly by R to R 3 ch or Kt to B 7), 25 R to Kt 3, R to Kt 2 (best), if R t. P, then follows R t. P ch, Q to B 8 ch and R to B 7 ch winning, 26 Kt to K 4, P to Q Kt 3 (or 26 P to Q 4, 27 Kt to B 5, followed by Kt to Q 7), 27 R to R 3, P to K R 4

(or 27 P to Q 4, 28 R t. P, threatening Q to R 4), (or 27 K to R 2, 28 R t. P ch), 28 Q to K Kt 5, winning easily by Kt to B 6 ch, followed accordingly by R t. P ch, or Kt t. P dis. ch.

(M) This powerful stroke leaves Black without resource.

(N) If P to K R 4 the R would take the P, and if R to K 2 White would check at R 6, followed accordingly by R to B 8 ch, or Kt to K 4, winning easily. The move in the text gives Mr. Blackburne an opportunity of executing one of his brilliant terminations, of which he promptly avails himself.

Game 42, played on the 14th of May.

THREE KNIGHTS'.

White.	Black.
W. STEINIZ.	H. E. BIRD.
1 P to K 4	P to K 4
2 Kt to Q B 3	Kt to Q B 3
3 Kt to B 3	B to B 4 (A)
4 Kt t. P	Kt t. Kt (B)
5 P to Q 4	B to Q 3 (C)
6 P t. Kt	B t. P
7 B to Q 3 (D)	Kt to K 2 (E)
8 Castles	P to Q B 3
9 Q to R 5	P to Q 3 (F)
10 P to B 4	B to Q 5 ch
11 K to R sq	P to K Kt 3
12 Q to K 2	K to Q 2 (?) (G)
13 B to B 4	P to K B 4
14 R to Q sq	B t. Kt
15 P t. B	P t. P (H)
16 B to R 3	P to Q 4
17 Q t. P	P to Q Kt 4 (I)
18 B t. Q Kt P (!) (J)	P t. B
19 B t. Kt	K to B 3 (K)
20 Q to K 5	Q to Q 2
21 Q t. R	Q t. B
22 R to K sq	Q to Q 3
23 R to K 8	Q to Q 2
24 Q R to K sq	Q to Q B 2
25 Q to B 6 ch	K to B 4 (L)
26 Q R to K 6 (!)	B t. R
27 R t. B	Resigns. (M)

(A) Not considered a good defence by the best authorities, though often tried by first-class players with various continuations.

(B) B t. P ch has been proved to give White a strong superiority, chiefly on account of the following

principal variation: 4 B t. P ch, 5 K t. B, Kt t. Kt, 6 P to Q 4, 6 Q to B 3 ch, 7 K to Kt sq, Kt to Kt 5, 8 Q to Q 2, followed by P to K R 3, with an excellent game.

(C) Introduced by Anderssen, and certainly better than B t. P.

(D) Better, I think, than the usual B to Q B 4.

(E) The following is also a likely continuation: 7 B t. Kt ch, 8 P t. B, P t. Q 4, 9 Castles, P t. P, 10 R to K sq, P to K B 4 (or 10 Kt to B 3, 11 B to R 3, &c.), 11 Q to R 5 ch, P to Kt 3, 12 R t. P ch, P t. R, 13 Q to K 5 ch, Q to K 2 (or 13 K to Q 2, 14 Q B to K Kt 5), 14 Q t. R, with a strong attack.

(F) On the whole Q to R 4 was preferable, e.g.: 9 Q t. R 4, 10 Kt to K 2 (or 10 B to Q 2, B t. Kt, 11 Q t. Q, B t. Q, &c.), 10 Kt to Kt 3, 11 K to R sq, B to B 2, &c.

(G) In reality as dangerous as in appearance.

(H) Or 15 Q to R 4, 16 P t. P, Q t. K B P (best), 17 B to R 3, Kt to Q 4, 18 B t. Kt, P t. B, 19 Q to Kt 5 ch, &c.

(I) R to K sq was deceptive in so far as it made White's apparent intention of B t. P, followed by R

t. Kt or P unsound, for Black's K would ultimately retreat to Q to Kt sq, and in reply to the only check then on the board by Q to Q 6, Black's Q could interpose at B 2. But White would, in that case, win by force, thus: 17 R to K sq, 18 Q to K 5, Q to B 2 (or 18 Kt to B 4, 19 R t. P ch, and mates next move with B at Kt 5), 19 Q to B 6, K to Q sq, 20 R to K sq, threatening B t. Kt ch, followed by Q to B 8 ch, 20 Q to Q 2 (best), 21 Q R to Q sq, with a winning attack.

(J) Better than B t. Q P, in which case the game might have proceeded thus: 18 B t. Q P,

Kt t. B, 19 R t. Kt ch, P t. R, 20 Q t. P ch, K to B 2, 21 Q t. R, P to Q R 3, and White remains, for practical purposes, only one P ahead, with Bishops of opposite colours, on account of the doubled Q B P.

(K) No doubt the best defence at his disposal.

(L) If 25 Q to Q 3, 26 R t. B ch, R t. R, 27 R to K 6, and if 25 K to Kt 2, 26 R (K sq) to K 7, B to Q 2, 27 R t. B and wins

(M) P to Kt 5 is the only defence, and then follows Q to Q 4 ch and Q t. Kt P mate.



Game 43, played on the 15th of May.

FRENCH GAME.

White.	Black.	Black.	White.
W. STEINITZ.	H. SELLMAN.		
1 P to K 4	P to K 3	25 Kt to K 2	Kt to K sq
2 P to Q 4	P to Q 4	26 Kt to Kt 3	K to Kt sq
3 Q Kt to B 3	K Kt to B 3	27 R to K 2	B to B 5
4 B to K Kt 5	B to K 2	28 Q to B 3	B t. Kt (Kt 3)
5 B t. Kt	B t. B	29 P t. B	Q to Kt 4(?) (H)
6 Kt to B 3	P to Q Kt 3 (?)	30 Kt to B 6	R to B sq(?) (I)
	(A)	31 Kt to K 7 ch	Resigns.
7 B to Kt 5 ch	P to B 3 (B)		
8 B to Q 3	P to B 4(?) (C)		
9 P t. Q P	K P t. P		
10 B to Kt 5 ch	B to Q 2		
11 Q to K 2 ch	K to B sq		
12 Castles, Q R	P to B 5		
13 B t. B	Q t. B		
14 Kt to K 5	Q to K 3		
15 P to K B 4(?) (D)	Kt to R 3(!) (E)		
16 Q to B 3	Kt to B 2 (F)		
17 P to K Kt 4	P to Q Kt 4		
18 P to Kt 5	B to K 2		
19 P to B 5 (?) (G)	B t. P ch		
20 K to Kt sq	Q to Q 3		
21 Q to R 5	Q to K 2		
22 K R to K sq	P to K R 3		
23 Kt t. Q B P	Q to B 3		
24 Kt to K 5	R to Q sq		

(A) Not good. P to Q B 4 is Black's best defence, for if White takes the B P the answer is B t. Kt ch, followed by Q to R 4. Nor can any great advantage be proved for White if Black Castles at the present juncture.

(B) If 7 B to Q 2, 8 B t. B ch, Q t. B, 9 P t. P, P t. P, 10 Q to K 2 ch, B to K 2, 11 Castles K side, Kt to B 3 (or 11 Castles, 12 Kt t. P), 12 Kt to K 5, Kt t. Kt, 13 Q t. Kt, with a superior game.

(C) This compromises Black's position seriously. B to R 3 was about his best play.

(D) Overlooking Black's ingenious reply. He ought to have proceeded to win the P at once by 15 Q to B 3, Kt to Q 2 (if 15 . . . B t. Kt, 16 P t. B, Q t. P, 17 R t. P, Q to K sq (best), 18 Kt to Kt 5, Kt to R 3, 19 Kt to Q 6, Q to K 3, 20 R to K 5 and wins), 16 K Kt t. Q B P, &c.

(E) Excellent play, as by the next move Black firmly defends his weak point in the Q centre.

(F) And also protects his R, thereby guarding against Kt t. Q B P.

(G) The progress of the game seems to show this attack premature, and, moreover, P to K R 4 instead was much superior, for if Black replied P to K Kt 3, White could still advance the K B P with a strong attack whether the Q or the P would take the P. For, in the former case, White would reply Q to Kt 2, followed by R to to K B sq, and in the latter con-

tingency White could proceed with Kt to K 2 and Kt to Kt 3.

(H) A feeble move, which costs the game. Black had defended himself wonderfully well under great difficulties up to this point, and there was hardly more than a draw in the position if he had now played K to R 2. The game might then have gone on thus: 29 . . . K to R 2, 30 Kt to Kt 4 (against almost any other move Kt to Q 3, followed accordingly by Kt t. B P or Kt to K 5 was a sufficient answer), Q to Kt 4, 31 P to B 6, Kt t. P, 32 Kt t. Kt ch, Q t. Kt, 33 Q t. Q, P t. Q, 34 R to K 7, K R to Kt sq, 35 R t. B P ch (if 35 R t. R P, R t. P, 36 R t. P ch, K to Kt 3, and Black's game is superior, as his K is in better play), R to Kt 2, &c.

(I) A grievous blunder, but his game was now irreparably compromised. His R could only escape to R sq, and then followed: 31 Kt to K 7 ch, K to R 2, 32 Q t. P, Kt to B 2, 33 Q t. B P and should win.

Game 44, played on the 17th of May.

RUY LOPEZ

White.	Black.	White.	Black
W. STEINITZ.	S. ROSENTHAL.		
1 P to K 4	P to K 4	16 Kt t. P	Q to B 2
2 Kt to K B 3	Kt to Q B 3	17 Q to Q 2	K to R 2
3 B to Kt 5	Kt to B 3	18 B to K B 4	Q to Q 2
4 P to Q 3	P to Q 3	19 K R to K sq	Q R to Q sq
5 P to B 3	P to K Kt 3	20 Q to K 3	K R to K sq (D)
6 Q Kt to Q 2	B to Kt 2	21 Kt t. B	P t. Kt
7 Kt to B sq (A)	Castles	22 Q t. P (?) (E)	Kt to B sq
8 Kt to K 3	Kt to K 2	23 Q to K 3 (F) F)	P to K 4
9 B to R 4 (B)	P to Q 4 (C)	24 B to R 2	P to Q 5
10 Q to B 2	Kt to Kt 5	25 P t. P	P t. P
11 B to Kt 3	P to Q B 3	26 Q to Q 3 (?) (G)	P to Q Kt 4
12 P to K R 3	Kt t. Kt		(I) (H)
13 B t. Kt	P to K R 3	27 P to Q R 4	P t. P
14 Castles, Q R	B to K 3	28 B t. P	Kt to Kt 3
15 P to Q 4	P t. Q P	29 B to B 2	P to B 4
		30 P to K 5 (I)	R to K 3

White.	Black.
31 R to K 4	Q to R 2
32 Q to Kt 5 (J)	R to Q 4
33 Q to K 2	Q to R 8 ch
34 K to Q 2	Q to R 4 ch
35 K to B sq	Q to R 8 ch
36 K to Q 2 (K)	Q t. P
37 K to K sq	P to B 5 (L)
38 R (K 4) t. P	B t. P (I) (M)
39 R to K 4 (N)	R t. R ch
40 B t. R (O)	B to B 6 ch
41 K to B sq	Q t. Q ch
42 R t. Q	R t. R
43 K t. R	B to Q 5
44 B to B 2	K to Kt 2
45 B to B 4	Kt to Q 4

Drawn game.

(A) White's plan of development is the same as introduced in the first game of the Steinitz-Blackburne match, 1876. Black's modification of the defence is an improvement. M. Rosenthal judiciously refrains from advancing P to Q R 3 and P to Q Kt 4, which would give White a mark for an early attack by P to Q R 4.

(B) A move lost in order to avoid an exchange which could be offered by B to Q 2, and might have been even acceptable if White had castled instead. He had nothing to fear from P to B 3, which would only drive him where he wanted to go.

(C) Black might have now improved his position by Kt to R 4, which gave to his projected advance of the Q P greater strength by opening a protection for the K P, and it also prepared the eventual advance of the K B P, besides menacing Kt to B 5 in some contingencies.

(D) He could have saved the P by P to Q R 3, when the game might have proceeded thus: 20 . . . P to Q R 3, 21 P t. P, P t. P, 22 Kt t. B (or 22 B to Kt 3, B t. Kt, &c.), 22 . . . P t. Kt, 23 Q t. P, R t. B, 24 Q t. Kt, 24 R t. P, with Bishops of opposite colours.

(E) Bad play. P t. P first would have given White a much clearer superiority, no matter how Black retook.

(F) Q to R 5 was much better, for Black could only dislodge the Q by P to Kt 3, whereupon Q to R 6 would hamper Black's game and provide the retreat of White's Queen to the K side when necessary.

(G) Very weak. Q to Kt 3 was clearly the right play, *e.g.*: 26 Q to Kt 3, P to B 4 (or 26 . . . Kt to Q 3, 27 P to K 5, Kt to B 4, 28 Q to Q 3, &c.), 27 Q to B 7, Q to Kt 4, 28 K to Kt sq, R to Q 2, 29 B to Q B 4, Q to R 5, 30 P to Q Kt 3, R t. Q, 31 P t. Q, &c.

(H) An excellent move, which White finds extremely difficult to parry.

(I) If 30 P to Q Kt 3, P to B 5, 31 P t. P, R to Q B sq, 32 B to Kt 3, Kt t. P, 33 B t. Kt, Q to Kt 4, with a strong attack.

(J) Useless, Q to R 3 was the proper move, for Black could not well exchange, *e.g.*: 32 Q to R 3, Q t. Q, 33 P t. Q, Kt to Q 4, 34 B to Q Kt 3, P to B 5, 35 R (K 4) t. P, &c.

(K) An examination will prove that B to Kt sq would be in Black's favour, who would retain great winning prospects, *e.g.*: 36 B to Kt sq, Kt to R 5, 37 R to Q 3, R to Kt 3, 38 R to R 3, Q t. R, 39 P t. Q, R t. B ch, 40 K t. R, Kt to B 6 ch, 41 K to B sq, Kt t. Q ch, 42 R t. Kt, P to B 5, 43 P to K 6, P to Q 6, 44 R to R 2 (if P to K 7, Black takes the R, followed by R to Q 8 ch and queening the P; and if 44 R to K 3, P to Q 7 ch, 45 K to Q sq, P to B 6, 46 R t. P (best), B t. R, 47 P to K 7, R to Q Kt 4 and wins), 44 . . . B to B sq, with a much superior game.

(L) There seems to have been

nothing more promising for Black, since White threatened to capture the P with the K R under any circumstances. He also apparently could not afford to give the opponent much time for asserting the numerical superiority of the Pawns on the K side.

(M) A beautiful rejoinder, which

compels White to reduce forces in order to draw.

(N) If 39 B t. P ch, K t. B, 40 Q t. Q (neither Q to Kt 4 ch nor R to Kt 4 ch would save the game), 40 . . . B t. Q dis. ch and win.

(O) Q t. R would also leave no more than a drawn position.

Game 45, played on the 22nd of May.

THREE KNIGHTS'.

White.	Black.	White.	Black.
8. ROSENTHAL.	W. STEINITZ.		
1 P to K 4	P to K 4	36 B to Q 3 ch	K to B 2
2 K Kt to B 3	Q Kt to B 3	37 Q t. P ch	K to K 3
3 Kt to B 3	P to K Kt 3	38 R t. Kt	Q to K 6 ch (P)
4 P to Q 4	P t. P	39 K to B sq	Q to B 5 ch
5 Kt to Q 5 (A)	B to B 4 (B)	40 K to Kt sq	Q to K 6 ch
6 B to Q B 4	P to Q 3	41 K to B sq	Q to B 5 ch
7 Q B to Kt 5	P to B 3	42 K to K 2	Q to K 4 ch
8 B to R 4	K to B sq (C)	43 K to Q sq	P t. R
9 Q to Q 2 (D)	KtoKt2(?) (E)	44 Q t. R	Q t. P
10 P to Q Kt 4	B to Kt 3	45 B to B sq (!) (O)	Q to Kt 8
11 Kt t. B	R P t. Kt	46 Q to R 6	Q to Q 5 ch
12 Kt t. P	Q to K 2	47 K to B sq	Q to B 5 ch
13 P to K B 3	Kt to K 4	48 K to Q sq	Q to Q 5 ch
14 B to Q Kt3(P) (F)	KttoR3(?) (G)	49 Q to Q 3	Q to R 8 ch
15 Castles, K R	PtoK Kt4 (H)	50 K to Q 2	Q t. P (R)
16 B to Kt 3	Q Kt to B 2	51 Q to B 4 ch	Q t. Q
17 Q R to K sq	P to Q B 4 (I)	52 B t. Q ch	P to Q 4
18 Kt to Kt 5	R to Q sq	53 B to K 2	P to Kt 6
19 P to K B 4 (J)	P to Kt 5	54 K to K 3	K to K 4
20 Kt to B 3	B to K 3	55 P to B 4 (!) (S)	K to B 4
21 Kt to Q 5	B t. Kt	56 K to B 3	K to K 4
22 B t. B	Q to B 2	57 K t. P	K to Q 5
23 P t. P (?) (K)	Kt P t. P	58 K to B 4	P t. P
24 R to Kt sq	R to R 2	59 P to Kt 4	Resigns.
25 R to Kt 5	R to K sq		
26 K R to Kt sq	Kt to Q sq		
27 P to K 5	Kt to B 4 (L)		
28 P t. P ch	K t. P		
29 Q to B 3 ch	K to Kt 3		
30 R to K sq	R t. R ch		
31 Q t. R	Q to Q2(?) (M)		
32 R to Kt 6	Kt to B 3		
33 B to R 4 (!) (N)	Kt t. B (O)		
34 Q t. Kt	Q to B 4		
35 B to B 4 (!)	Q t. K B P(?)		

(A) A new move in the present position, which, however, by best play on the other side should lead to no more than an even game at the utmost.

(B) B to Kt 2, as played subsequently in the second round, is perhaps preferable.

(C) P to K R 4, threatening to win a piece by P to K Kt 4 and

R 5, was now the correct play. The move in the text was made as a preparation to Kt K 4, which at present appears dangerous, *e.g.*: 8 Kt to K 4, 9 Kt t. Kt, Q P t. Kt, 10 Q to B 3, P to K Kt 4 (or 10 B to K 2, 11 Kt t. B, Q t. Kt, 12 B t. Kt, R t. B, 13 Q t. P), 11 Q to R 5 ch, K to B sq, 12 Kt to Kt 6, Q to K 2, 13 Kt t. R, P t. B (or 13 B to Kt 5 ch, 14 P to B 3, P t. P, 15 Castles Q side, threatening R to Q 8 ch, and thus saving the piece), 14 Castles K side, and though White's Kt is blocked in, he in the meanwhile is the exchange ahead, with a strong attack.

(D) Threatening B t. P, followed, if Kt takes, by Q to R 6 ch and Q to Kt 7, winning.

(E) Feeble. There was no danger now in P to K Kt 4, followed by Kt to K 4.

(F) Inferior to B to K 2.

(G) For now Black could have obtained a very good game by P to Q B 4, threatening P to B 5. White had no better answer than B t. Kt, which the R would retake, followed by Kt to B 5 and Q to K 4.

(H) This weakens Black's K side still more. Kt from K 4 to B 2 at once was superior.

(I) Unnecessarily weakening the Q side. B to Q 2 was more to the purpose.

(J) White could have won a Pawn at once by R to Q sq, with a fine attack.

(K) Q to B 3, threatening P to K 5, was undoubtedly stronger.

(L) Best, as he could not take twice owing to the ultimate check of the Q at Kt 5.

(M) Very bad play. Black had already obtained the superior game for the ending, his Pawns on the Q side being better posted, while the adverse Pawns on that wing were weak and isolated. Q to K 2 was the proper move, when the game might have proceeded thus: 31 Q to K 2, 32 B to K 4, Q to K 3, 33 Q to K 2, K to B 3, &c. By the move in the text White's R is only driven to a better square.

(N) A very fine move, which paralyses Black's game.

(O) P to K R 8 was, perhaps, better. It should be noticed that Black's R could not move on account of the rejoinder R t. P, followed by Q to K 6 ch, which forces mate in a few moves.

(P) If 38 Q to B 8 ch, 39 B to B sq, Q to K 6 ch, 40 K to R sq, Q to B 5 (best) (for Q to Kt 6 ch, followed by Q t. P ch, is threatened), 41 B to B 4 ch and wins. For Black dare not take on account of Q to Kt 8 ch, and if K to K 4 White answers Q to R 5 ch.

(Q) This wins. The ending calculations are finely worked out by M. Rosenthal.

(R) He might have prolonged resistance by P to Q 4, but he could not save the game.

(S) A clever finishing stroke.

Game 46, played on the 28th of May.

RUY LOPEZ.

White.	Black.
B. ENGLISH.	W. STEINITZ.
1 P to K 4	P to K 4
2 K Kt to B 3	Q Kt to B 3
3 B to Kt 5	P to Q R 3
4 B to R 4	P to K Kt 3 (A)
5 P to Q 4	P t. P
6 Kt t. P	B to Kt 2
7 B to K 3	Kt to B 3
8 Kt to B 3 (B)	Castles
9 Kt t. Kt	Q P t. Kt
10 Q t. Q	R t. Q
11 P to B 3	Kt to K sq
12 B to Q 2	Kt to Q 3
13 B to Kt 3	P to Q B 4
14 P to Q R 3	P to B 5
15 B to R 2	B to K 3
16 Castles, Q R	Kt to Kt 4 (C)
17 Kt t. Kt	P t. Kt
18 B to B 4 (!) (D)	K R to B sq (E)
19 P to B 3	P to Q B 4
20 B to Q 6	B to B sq
21 B to Kt sq	P to Kt 5
22 R P t. P	P t. P
23 B t. B	K t. B
24 R to Q 6 (!) (F)	P t. P
25 P t. P	R to R 6
26 K to Q 2	P to Q Kt 4
27 B to B 2 (G)	K to K 2
28 R to Q 4	R to Q sq
29 R t. R	K t. R
30 R to K sq	

Drawn game.

(A) The K fianchetto is not well established for the defence in the Ruy Lopez, and especially doubtful after White's B has been driven to R 4.

(B) Kt t. Kt at once is preferable, as Black can hardly afford to

retake with the Q P and allow the exchange of Queens before having castled. In the other alternative his doubled Q B P becomes a source of greater trouble.

(C) Best. If 16 P to Q Kt 4, 17 B to Kt 5, R to Q 2, 18 Kt to Q 5, &c. And if 16 R to Q 2, 17 Kt to R 4, P to B 6, 18 Kt t. P, B t. Kt, 19 Q B t. B, B t. B, 20 P to K 5.

(D) A very fine move, which puts Black on the defensive.

(E) P to B 6 was unsatisfactory, for White would exchange the B and ultimately shut out the other B by P to K 5. Again, P to Q B 4 was of no use, *e.g.*: 18 P to Q B 4, 19 P to B 3, P to Kt 5, 20 R P t. P, R t. R ch, R t. R, and Black dare not take the B on account of R to Q 8 ch, followed by B to R 6.

(F) A beautiful move, which parries the attack in all directions. Had he captured the P, Black would have answered P to B 6, threatening P to B 7. White was, therefore, bound to take, and after R t. P ch, Black would, by R to Kt 6, at least recover the Kt P with a strong passed P on the Q Kt file.

(G) All this is fine play. Black will gain no advantage now by P to Kt 5, followed by P to B 6 ch, for the K can safely retreat to K 3, and the B can afterwards be defended by the K R if attacked.

Game 47, played on the 29th of May.

EVANS' GAMBIT.

White.	Black.
H. E. BIRD.	W. STEINITZ.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to B 4	B to B 4
4 P to Q Kt 4	B t. P
5 P to B 3	B to R 4
6 Castles	B to Kt 3
7 P to Q 4	P t. P
8 P t. P	P to Q 3
9 B to Kt 2	Kt to B 3
10 P to Q 5	Kt to K 2 (A)
11 B t. Kt	P t. B
12 P to Q R 4	Castles
13 K to R sq	P to K B 4
14 Kt to K Kt 5	P to K R 3
15 Kt to K R 3	P t. P
16 R to R 3	Kt to Kt 3
17 R to K Kt 3 (B)	K to R 2 (?) (C)
18 Q to K R 5	Q to K R 5 (D)
19 Kt to Kt 5 ch	K to Kt sq
20 Q t. Q	Kt t. Q
21 Kt to K 6 dia. ch	Kt to Kt 3
22 Kt t. R	K t. Kt
23 Kt to Q R 3 (?) (E)	Kt to B 5
24 Kt to B 2	P to Q B 3
25 P t. P	P t. P
26 P to R 5 (!) (F)	B to Q sq
27 Kt to Q 4	B to Q 2
28 R to Q Kt 3	P to Q 4
29 B to R 6	P to Q B 4
30 P to K Kt 3	P t. Kt
31 P t. Kt	B t. P
32 B to Kt 7	R to Q sq
33 R to Q R sq	B to Kt 3
34 B t. P	B to K B 4
35 B to B 4 (G)	P to Q 6
36 R to Kt 5	B to Kt 5
37 R to Q 5	R to B sq (H)
38 B to Kt 3	B t. P
39 K to Kt 2	B to Kt 3
40 B to Q sq (I)	B to K 3
41 R to K R 5	P to K 6
42 P to K B 5	B to Q 4 ch (J)
43 B to B 3	R to B 7 ch
44 K to Kt 3	B t. B
45 K t. B	R to B 7 ch

White.	Black.
46 K to K 4	P to K 7
47 K t. P	R to B 8
Resigns.	

(A) In opposition to the books, I consider the combination of Black's last two moves the best defence in this and similar forms of the Evans' Gambit. The K side, though seemingly exposed by the exchange which follows, can well take care of itself, while the majority of Pawns on the other wing is sure to tell in the end without dislodging an important piece by the usual Kt to Q R 4.

(B) White has formed his attack from the 12th move in a novel and ingenious manner.

(C) A mistake. Q to R 5 was clearly indicated as the proper move. If, then, 18 P to K B 4, P t. P in passing, 19 Q t. P, B t. Kt, 20 R t. B, Q t. B, 21 R t. P, K to Kt 2, and wins. K to Kt 2 was also better than the move in the text, *e.g.*: 17 K to Kt 2, 18 Q to R 5, B t. Kt, 19 P t. B (or 19 R t. B, Q to Kt 4), 19 Q to B 3, followed by Q R to K sq.

(D) The only move, as Kt to Kt 5 ch, followed by Kt to K 6, is threatened. If 18 K to Kt 2, 19 P to B 4, P t. P in passing, 20 K R t. P, Q to K 2, 21 Kt to B 4, winning, the check of the Q at K 8 being of no use, for the R interposes.

(E) Kt to Q 2 was certainly better, and might have led to the following continuation: 23 Kt to Q 2, B to B 4 (or 23 Kt to K 4, 24 B to K 2, followed by P to K B 4), 24 Kt to Kt 3, P to Q B 3, 25 P to R 5, B to B 2, 26 P to R 6, P t.

R P, 27 Kt to Q 4, Kt to K 2, 28 Kt t. B, Kt t. Kt, 29 R to Q Kt 3, with much better prospects than in actual play.

(F) The object of this highly ingenious move is to bring the R to Q R 3, with an attack on the B, should the offer of the P be accepted, thus gaining time for the strong advance of P to K B 3, which was not good at present on account of the reply P to K 6, followed by Kt to R 4.

(G) If 35 R to Kt 5, B to Kt 3, 36 P to B 5, B t. P, 37 B t. P, B to Q 2, &c.

(H) The simplest way to force the game was 37 . . . R t. R, 38

B t. R, P to Q 7, 39 B to Kt 3, B t. P, 40 K to Kt 2, P to K 6, 41 R t. P, or (41 B to Q sq, B t. B, 42 R t. B, P to K 7), 41 . . . P to K 7, 42 R t. P ch, K to K sq, and wins.

(I) He had no good defence. If 40 P to B 5, B to B 6 ch, 41 K to B sq, or (41 K to Kt 3, R to B 6, 42 B to Q sq, P to Q 7, 43 B t. B, R t. B ch, 44 K to Kt 4, R to B 7, &c.), 41 . . . R to B 6, 42 B to Q sq, B t. B, 43 R t. B, R to B 7, 44 R to K 5, R to B 7 ch, 45 K to K sq, R t. R P, R t. P, 46 B to R 4 ch, and wins.

(J) All the following moves of White seem to be forced.

Game 48, played on the 30th of May.

RUY LOPEZ.

White.	Black.	White.	Black.
W. STEINITZ.	B. ENGELICH.		
1 P to K 4	P to K 4	25 P to Kt 6 (?) (G)	Q t. P
2 Kt to K B 3	Kt to Q B 3	26 R to Kt 5	Q to Q 3
3 B to Q Kt 5	P to Q R 3	27 P t. P	P to Q B 5
4 B to Q R 4	Kt to B 3	28 Kt (Kt 3) to Q 2	Kt to Kt 5
5 P to Q 3	P to Q 3	29 P to Kt 3	P to Q B 6 (H)
6 P to B 3	P to K Kt 3	30 Kt t. K P	P t. Kt
7 P to Q 4	P to Q Kt 4	31 Q t. Kt	Q t. R P (I)
8 B to Kt 3 (A)	B to Q Kt 2	32 Q to K 6 ch (J)	Q t. Q
9 P to Q R 4	B to Kt 2	33 P t. Q	K R to Q B sq
10 P to Q 5	Kt to K 2	34 P to K 7 (K)	P to B 7 (L)
11 Q to K 2	Castles	35 Kt to Q 2	P to K R 3 (M)
12 B to Kt 5	Kt to Q 2 (B)	36 B to K 3	R to R 5
13 P t. P	Kt Q B 4	37 R to Q B 5	Kt t. P
14 B to B 2	P to K B 4	38 R t. R ch	Kt t. R
15 P t. B P	Kt P t. P	39 R to B sq	R to R 7
16 P to Q Kt 4	Kt to Q 2	40 Kt t. P	Kt to K 2
17 P t. P	P to K 5	41 K to B sq (N)	Kt to B 3
18 Kt to Q 4	B t. Q P	42 K to K 2	Kt to Kt 5
19 R to R 5 (C)	P to B 4	43 K to Q 2	B to Kt 7
20 B to Kt 3	B t. B	44 R t. P	Kt t. R (O)
21 Kt t. B	Kt to K 4	45 K t. Kt	B to Kt 2 dis. ch
22 Castles	Q to B 2	46 K to Q 3	R to R 5
23 P to Kt 5 (D)	K Kt to Kt 3 (E)	47 P to R 4	K to B 2
24 P to Q B 4 (?) (F)	P to Q 4	48 Kt to B 5	R to R 8
		49 K to K 4	R to Q Kt 8
		50 Kt to Q 3	R to Kt 4

White.	Black.
51 Kt to B 4	R to K 4 ch
52 K to B 3	R to Q R 4
53 K to Kt 4	R to Q Kt 4
54 Kt to R 5	B to Q 5 (P)
55 B t. B	R to Kt 5
56 Kt to B 4	R t. B
57 K to R 5	R to Q 3
58 K to Kt 4	K to B 3

Drawn game.

(A) B to B 2 is much preferable.

(B) He gives up a Pawn unnecessarily, which he could have well saved by P t. P, followed by P to Q B 4.

(C) Not a good move. P to K Kt 4 would have given White a strong attack instead of his being reduced to the defensive.

(D) Much inferior to 23 B t. Kt, Q t. B, 24 P t. P, P to Q 4, 25 Kt to Q 4, P to B 5, 26 P to B 3, &c.

(E) If P to Q B 5 White could answer B t. Kt.

(F) Dangerous. It was better to remove the R to R 2.

(G) Whereby he loses his hard earned advantage and drifts into an inferior position. The correct continuation was 25 P t. P, P to B 5, 26 R to Q B sq, Kt to Q 6, 27 R to B 2, K R to Q B sq, 28 Q Kt to R 3, &c.

(H) Black now conducts the attack with rigorous precision. He rightly judges that the Q B P should be preserved for winning purposes, and he therefore sacrifices the K P.

(I) Stronger than 31 . . . Kt to K 4, 32 B to B 4, Kt t. Q, 33 B t. Q, K R to Q B sq, 34 B to B 5, R t. P, 35 Kt to R 3, and if Black now take the two minor pieces for the R, commencing with R t. B, White will afterwards win with the Q P. Otherwise, however, the game seems also to remain somewhat in White's favour.

(J) If 32 R to B 5, Kt to K 4, 33 Q to R 5, Kt to B 6 ch, 34 K to Kt 2, Q to K 7, 35 P to Kt 4, Kt to K 8 ch, 36 K to Kt sq, Q to B 6, and wins.

(K) A desperate resource in a helpless position.

(L) Which, however, succeeds beyond expectation, owing to this faulty advance. The proper play was K to B 2, and winning became then only a question of time, *e.g.*: 34 . . . K to B 2, 35 R to Kt 7, K to K sq, 36 R to Q B sq, R to R 8.

(M) Black sees too late that in reply to his queening his P White would queen his P checking.

(N) If 41 Kt to B 5, Kt to B 4, 42 Kt to Q 3 (or 42 B to B 4, Kt to Q 5), 42 . . . Kt t. B, 43 P t. Kt, R to R 8, 44 R t. R, B t. R, followed by B to Kt 7, winning a piece.

(O) Much better than the tempting B to B 8 ch, which would have left Black with less protection for the weak R P.

(P) By this fine move Black secures an easy draw.

Game 49, played on the 1st of June.

EVANS' GAMBIT.

White.	Black.
M. TCHIGOBIN.	W. STRINITZ.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to B 4	B to B 4
4 P to Q Kt 4	B t. P
5 P to Q B 3	B to B 4
6 Castles	P to Q 3
7 P to Q 4	P t. P
8 P t. P	B to Kt 3
9 Kt to B 3	Kt to R 4
10 B to K Kt 5	P to K B 3
11 B to B 4	Kt t. B
12 Q to R 4 ch	Q to Q 2
13 Q t. Kt	Q to B 2
14 Kt to Q 5 (A)	P to Kt 4 (?) (B)
15 B to Kt 3	B to K 3 (C)
16 Q to R 4 ch	B to Q 2 (D)
17 Q to R 3	R to B sq
18 K R to K sq (E)	P to Kt 5
19 Kt t. B	R P t. Kt
20 Kt to Q 2	B to K 3 (F)
21 P to B 4 (!) (G)	P t. P <i>e.p.</i>
22 Kt t. P	Kt to K 2
23 P to K 5	B P t. P
24 P t. P	P to Q 4
25 R to K B sq	Kt to B 4 (?) (H)
26 Kt to Q 4	Q to Kt 3 (I)
27 Kt t. Kt	B t. Kt
28 B to R 4 (!) (J)	P to B 4 (K)
29 R to B 3	K to Q 2
30 Q R to K B sq	K R to B sq
31 R to K Kt 3	Q to R 3 (?) (L)
32 B to B 6	B to K 3 (M)
33 Q to R 7 (!) (N)	K to B 2 (?) (O)
34 R to Q Kt 3	K to Q 2
35 Q t. P at Kt 3	R to B 3
36 Q t. P ch	R to B 2
37 Q to Kt 5 ch (?)	R to B 3
38 Q to Kt 7 ch	R to B 2
39 Q to R 6 (!)	Resigns.

(A) A strong continuation, which I hear first occurred in some games between Messrs. Clerc and Bezukronny. It has been fully analysed by M. Rosenthal in *La Vie Moderne*.

(B) A bad move, and the source of future difficulties. It was made under misapprehension that he could continue with P to K R 4, which, however, would have lost a Pawn, as will be seen.

(C) If P to K R 4, as originally intended, White could proceed with Kt t. B, followed by Q t. Q ch and K R to Q B sq, since White would capture the Q B P checking, and Black's K could not support the P at Q 3 on account of P to Q 5 mate. Nevertheless it was probably better to adopt that continuation with the object of giving up the Q P by P to Q B 3 in answer to the ultimate attack of the Rook at Q B sq. Black would then remain with even Pawns and a fair game.

(D) If Q interposed, White might exchange Kt for B and then Q, followed, if K retakes, by P to Q 5 and Kt to Q 4. This Kt would then gain entrance either at Q Kt 5 or K B 5, and White would recover the Pawn with the much superior game.

(E) A very strong preparation for the attack in the centre.

(F) Lost time. The natural move Kt to K 2 was certainly stronger.

(G) Finely played. This P must be captured in passing, or else White would obtain an irresistible attack by P to B 5, followed by P to K 5.

(H) A grave error. Kt to Q B 3 instead would have enabled him to oppose the Q next move, either at K 2 or B sq.

(I) White threatened R t. Kt, followed by R to K B sq. If Black now oppose Queens at K 2, White would exchange and win a piece.

(J) An excellent move, which greatly augments White's attack.

(K) Apparently Black's best defence.

(L) Black's game becomes now disorganised in consequence of this feeble move. Q to K 3 afforded much better defensive prospects. The game might then have gone on thus:

31 Q to K 3
32 Q to R 4 ch. This seems best, for if R checks first, the K moves to B 3.

32 K to B 2
33 R to Kt 7 ch K to Kt sq
34 B to K 7 K R to Q sq

And though Black loses the exchange, he retains fair prospects of drawing, and perhaps some winning chances.

(M) R t. B was also of no use, for Black could not afterwards capture the P on account of Q to

R 4 ch, followed by doubling the Rooks on the B at K B 3.

(N) White seizes the winning opportunity with the greatest energy.

(O) Useless and feeble, but there was really no defence. If K to B 3, the game might have proceeded thus:

34 R to Q Kt 3 P to Kt 4

Or 34 P to Q 5, 35 Q t. P at Kt 6 ch, followed by Q to Q 6, winning a piece.

35 R t. P K t. R
36 R to Kt sq ch K to B 5
37 Q to R 4 ch K to Q 6
38 Q to Kt 8 ch K to K 5

Or 38 K to Q 5, 39 R to Q sq ch, &c.

39 R to K sq ch K to B 4

40 Q to Q 3 ch, and mates next move.

Game 50, played on the 4th of June.

BISHOP'S GAMBIT.

White.	Black.	White.	Black.
J. MORTIMER.	W. STEINITZ.		
1 P to K 4	P to K 4	17 Kt to K 2 (P) (E)	P to Q B 4
2 P to K B 4	P t. P	18 P to B 3	Q to Kt 3
3 B to B 4	P to Q 4	19 Q to Q 2	B to Kt 2
4 B t. P	Q to R 5 ch	20 R to R 2	P t. P
5 K to B sq	P to K Kt 4	21 P t. P	P to Q B 4
6 Kt to Q B 3	B to Kt 2	22 Q to K 3	P t. P
7 P to Q 4	Kt to K 2	23 Kt t. P	P to KR 4 (F)
8 Kt to B 3	Q to R 4	24 P to K Kt 3	R to Q 4
9 P to K R 4	P to K R 3	25 R to Q B sq	R to K sq
10 P to K 5 (P) (A)	Castles	26 R (R 2) to K B 2	B t. P
11 K to Kt sq	P to Kt 5	27 B t. B (G)	R (Q 4) t. B
12 Kt to K sq	R to Q sq	28 Q to B 4	R to K 8 ch (H)
13 Kt to Q 3 (B)	Kt to Kt 3	29 R t. R (I)	R t. R ch
	(P) (C)	30 R to B sq	R t. R ch
14 Kt t. P	Kt t. Kt	31 K t. R (J)	Q to Kt 8 ch
15 B t. Kt	Kt to B 3 (D)	32 K to B 2	Q t. Kt P ch
16 B t. Kt	P t. B	33 Kt to K 2	Q to Kt 3 ch
		34 Q to K 3	Q to Q B 3 (K)

White.	Black.
35 Q to B 4	Q to Kt 3 ch
36 Q to Q 4	Q to R 4
37 Q to K 3	B to B 6
38 Kt to B 3	K to Kt 2
39 P to R 4	Q to K B 4
40 K to K sq	P to R 4
41 K to Q 2	B to B 3
42 Q to Q 4 ch	P to B 3
43 Kt to K 2	Q to Q 2
44 Q t. Q	B t. Q
45 Kt to B 3	K to B 2
46 K to K 3	K to K 3
47 K to Q 4	P to B 4
48 Kt to Q 5	K to Q 3 (?) (L)
49 Kt to B 6	B t. P
50 Kt t. P	B to K sq
51 Kt to Kt 7	B to Q 2 (?) (M)
52 P to R 5	K to K 2
53 P to R 6	K to B 2
54 Kt to R 5 (!) (N)	K to Kt 3
55 P to R 7	K t. P
56 Kt to B 6 ch	K to Kt 3
57 Kt t. B	P to B 5 (O)
58 P t. P	K to B 4
59 K to K 3	P to R 5
60 Kt to B 5	P to R 6
61 Kt to Kt 3	P to R 7
62 Kt to Q 4 ch	K to B 3
63 Kt to B 2	K to B 4

Drawn game.

(A) The advance of this P should be delayed as long as possible in order to reserve Kt to K 5 for some eventualities. The P at K 4 also prevents the entrance of the adverse Kt at K B 4, which often gives the second player a strong counter attack.

(B) Nothing better. If his K B moved Black could take the K P with the B.

(C) An extraordinary failure in taking full advantage of a winning position. 13 Kt t. B, 14 Kt t. Kt, R t. Kt, 15 Kt t. P, Q t. K P, 16 Kt t. R, Q t. Kt, would have left Black with two minor pieces for the R, and a splendid game, instead of which he actually loses an important P.

(D) Hazardous and weak. P to Q B 4 was clearly the strongest continuation.

(E) The game might have taken a different turn if White had seen the proper move here, which was Kt to K 4. The following was a likely continuation: 17 Kt to K 4, Q to B 4, 18 Q to Q 3, Q t. B, 19 R to K B sq, B to Q R 3, 20 R t. Q, B t. Q, 21 P t. B, and Black dare not take the Q P on account of Kt to B 6 ch. White remains therefore with a P ahead and Kt against B for the ending.

(F) Black had to guard now against P to R 5, which would either drive the Q to an uncomfortable retreat at R 2 or allow White's Kt to come in at B 5.

(G) The Black B being pinned might have been utilised for some preparatory move like Kt to Kt 3.

(H) White has defended himself excellently, and there seems to have been no better prospect for Black to continue the attack. If 28 R to K 5, 29 Q to Q 2, R to Q sq (or 29 Q to Q 3, 30 Q to Kt 5 ch and Black dare not move the K to B sq on account of R t. P ch, followed by R to K B sq ch), 30 R to Q B 4, B to Q 4, 31 R to R 4, &c.

(I) R to K B sq would have preserved the P.

(J) Best. If Q retakes, Black wins by 31 Q to K 5, 32 Kt to B 5, K to R 2, 33 K to R 2, K to Kt 3, 34 Kt to Q 6, Q to B 7 ch, 35 K to Kt sq, Q to B 4 ch.

(K) Though Black is a P ahead he can gain nothing by exchanging Queens, his K R P being weak.

(L) Feeble. B t. P at once followed by K to B 2, if White checked at B 4, gave much better winning prospects.

(M) Weak again. The proper

continuation was 51 B to Kt 3, 52 P to R 5, B to R 2, 53 Kt to K 8 ch, K to K 2, &c.

(N) A beautiful move which, in conjunction with White's previous

play, shows that Mr. Mortimer possesses remarkable powers of calculation for the ending.

(O) A draw is forced by this move.

Game 51, played on the 5th of June.

RUY LOPEZ.

White.	Black.
S. WINAWER.	W. STEINITZ.
1 P to K 4	P to K 4
2 K Kt to B 3	Q Kt to B 3
3 B to Kt 5	P to K Kt 3
4 B t. Kt (A)	Q P t. B
5 P to Q 3	B to Kt 2
6 B to K 3	Q to K 2
7 Kt to B 3	B to K 3
8 Castles (B)	P to K R 3
9 Kt to Q 2	P to K Kt 4
10 P to Q R 3	Kt to B 3
11 P to B 3	Kt to Q 2
12 Q to K sq	P to K R 4
13 Q to B 2	P to Q Kt 3
14 K R to K sq	P to Q B 4
15 QR to QKt sq (C)	Kt to Ktsq (D)
16 Kt to Q 5	B t. Kt (E)
17 P t. B	Kt to Q 2
18 P to Q B 4	P to K B 3
19 P to Q 4 (F)	B P t. P
20 B t. Q P	Q to B 2
21 B to K 3	P to R 5 (G)
22 Kt to K 4	Castles, K R
23 P to KKt4(?) (a)	P t. P <i>cap.</i>
24 P t. P	Q to Kt 3
25 Q to Kt 2 (?) (H)	P to K B 4 (?)
26 Kt t. Kt P (?) (I)	P to B 5
27 P t. P	P t. P
28 B to B 2	Kt to K4 (!) (J)
29 B to R 4	R to B 4
30 K to B sq	B to B 3
31 Q to Q B 2 (K)	R to Ksq (!) (L)
32 Kt to K 6	Kt t. K B P (!)
33 B t. B	Q to Kt 8 ch
34 K to K 2	Q to K 6 ch
35 K to B sq	Kt to Q 7 ch
36 Q t. Kt (M)	Q t. Q
37 B to B 3	Q to Q 6 ch

White.	Black.
38 K to B 2	Q to Kt 6 ch
39 K to K 2	R to R 4
40 K to Q sq (N)	R to R 7
41 K to B sq	Q to B 7
Resigns.	

(A) In one of the series of games between Steinitz and Mackenzie played at New York occurred the following continuation: 4 P to Q 4, P t. P, 5 Kt t. P, B to Kt 2, 6 B to K 3, Kt to B 3, 7 Q Kt to B 3, Castles, 8 Castles, Kt to K 2.

(B) It was better to wait until the opponent had castled on either side, and then to follow his example on the corresponding wing.

(C) Probably with the intention of preparing an attack by P to Q Kt 4 should Black attempt to castle on the Q side.

(D) With the object of bringing the Kt *via* B 3 to Q 5.

(E) Forced, for if 16 Q to Q sq, 17 B t. Kt P, Q t. B, 18 Kt t. P ch, K to Q 2, 19 Kt t. R, Kt to B 3, 20 Kt t. P ch, with three Pawns and R for two pieces and a strong attack, which can be immediately instituted by P to Q Kt 4.

(F) 19 P to Q Kt 4, B to B sq, 20 P t. P, Kt t. P, 21 Q to B sq, followed by P t. Q 4, would have given White the much superior game.

(G) Necessary for the purpose of castling on the K side, since otherwise his game on that wing would be broken up by P to K R 4.

(H) Q to Q B 2 was now the proper play to prevent Black's design.

(I) Ruinous. Kt to Q 2 or B 2 gave some fair defensive prospects.

(J) Threatening Q t. Kt, followed by Kt t. P ch.

(K) An ingenious defence, but of no avail against best play.

(L) If B t. Kt, White would, of course, answer R t. Kt, and if 31 R t. Kt, 32 Q t. Q ch, Kt t. Q (best), 33 B t. R, B t. B, and though Black has two minor pieces

for the R, his game is extremely difficult, especially for winning purposes, as White is a P ahead and has a compact majority of Pawns on the Q side.

(M) Forced, for if K moved then followed Q to Kt 6 ch, and mate in two more moves.

(N) If 40 R to K Kt sq, R to R 7 ch, 41 K to B sq, R to K B 7 ch, K moves, Q t. R, mate.

(a) This weak move, followed by the feeble continuation at the 25th and 26th moves, affords Mr. Steinitz the opportunity of finishing the game by a very fine combination, which is carried out to the close in the best form of high-class Chess.

Game 52, played on the 6th of June.

RUY LOPEZ.

White.	Black.	White.	Black.
B. ENGLISH.	W. STEINITZ.		
1 P to K 4	P to K 4	23 R t. R (?) (D)	R t. R
2 Kt to K B 3	Q Kt to B 3	24 B to K 3	P to K R 3
3 B to Kt 5	P to K Kt 3	25 R to K sq	P to K B 4
4 P to Q 4	P t. P	26 P to K B 4	B to B 3
5 Kt t. P	B to Kt 2	27 P to Kt 3	P to Q R 4
6 B to K 3	Kt to B 3	28 Kt to B sq	P to R 5
7 Q Kt to B 3	Castles	29 P to Q R 3 (E)	B to B 5
8 Castles	Kt to K 2	30 K to B 2 (?) (F)	P t. P
9 Q to Q 2	P to Q 4	31 B t. K B P	B to K Kt 4
10 P t. P	Q Kt t. P	32 B t. R (G)	P t. B
11 Kt t. Kt	Q t. Kt (A)	33 K to K 3	K to B 3
12 B to K 2	Kt to Kt 5	34 P to K R 4 (H)	P t. P
13 B t. Kt	B t. B	35 P t. P	R to K sq ch
14 Kt to Kt 3	Q t. Q (B)	36 K to B 2	R t. R
15 Kt t. Q	Q R to Q sq	37 K t. R	K to K 4
16 P to Q B 3	K R to K sq	38 Kt to K 2	B t. Kt
17 Kt to Kt 3	P to Q Kt 3	39 K t. B	K to B 5
18 P to K R 3	B to K 3	40 P to B 4	K to Kt 5
19 K R to Q sq (C)	P to Q B 4	41 K to K 3	P to B 5 ch
20 B to Kt 5	P to K B 3	42 K to K 4	P to B 6
21 B to B 4	K to B 2	43 K to K 3	K to Kt 6
22 P to K B 8	P to K Kt 4	Resigns.	

(A) If Kt t. Kt White would answer B to K Kt 5, forcing either an exchange of pieces or the advance of the K B P, which would block out Black's K B.

(B) Black dissolves the game too early. He ought to have played Q to B 5 with the object of bringing his R into play at Q sq.

(C) Injudicious. Black's next move shuts out the Kt from the centre; Kt to Q 4 would either have compelled an exchange, leaving the parties with Bishops of opposite colours, or else would have given the Kt greater freedom of action *vis à vis* K B 3.

(D) This exchange of Rooks leaves Black the mastery of the most important open file. B to B 7 was much better.

(E) Black threatened P to R 6.

(F) A weak move which gives the opponent an opportunity of breaking into his position. Kt to

K 2 was best as a preliminary, for it enabled him to capture the B P with the Kt if Black exchanged Pawns, and if 30 Kt to K 2, B t. Kt, 31 R t. B, R to Q 8 ch, 32 K to Kt 2, R to Q Kt 8, 33 R to Q 2, K to K 3, 34 K to B 3, with a defensible game.

(G) If now Kt to K 2 Black would exchange Bishops, followed by R to Q 7, and if 32 K to K 3, R to K sq ch, 33 K to B 2, R t. R, 34 K t. R, K to K 3, 35 Kt to K 2, K to Q 4, 36 B to B 7 (or 36 B t. B, P t. B, followed by K to K 5, with a winning game accordingly either by K to B 6, or K to Q 6, or P to B 5), 37 . . . B t. Kt, K t. B, B to B 8, and wins.

(H) White's game is lost anyhow. If, for instance, he moves R to R sq, Black would answer K to K 4, followed by P to B 5 ch, and then Black's R gains entrance at Q 7.

Game 53, played on the 8th of June.

RUY LOPEZ.

White.	Black.	White.	Black.
A. SELLMAN.	W. STEINITZ.		
1 P to K 4	P to K 4	17 K R to Q sq	K R to Q sq
2 Kt to K B 3	Kt to Q B 3	18 P to Q R 3	B to Kt 6
3 B to Kt 5	P to K Kt 3	19 R t. R	R t. R (C)
4 P to Q 4	P t. P	20 Kt to Q 2	B to R 4
5 Kt t. P	B to Kt 2	21 R to K sq	P to K R 3
6 B to K 3	Kt to K B 3	22 P to K Kt 4	B to B sq (D)
7 Q Kt to B 3	Castles	23 Kt to K 4	B to B 3
8 Castles	Kt to K 2	24 Kt to Q 2 (E)	P to K B 3
9 B to B 4 (A)	P to Q 4	25 P to K R 4	K to B 2
10 P t. P	Q Kt t. P	26 P to B 3	R to Q 4
11 Kt t. Kt	Kt t. Kt	27 K to B 2	P to B 4
12 B t. Kt	Q t. B	28 P to Kt 5	P to K R 4
13 P to Q B 3	P to Q Kt 3 (B)	29 B to B 4 (F) (F)	B to Q 3
14 Q to B 3	Q t. Q	30 P to B 4 (G)	R to Q 5
15 Kt t. Q	P to Q B 4	31 B to K 3	R t. R P
16 P to K R 3	B to K 3	32 Kt to B sq	R to R 6
		Resigns. (H)	

(A) The first deviation from the opening moves of the preceding game, in which Herr Englisch played Q to Q 2 at this point. The move in the text is made with the view of effecting exchanges of two minor pieces, since Black's intention of opening the game by P to Q 4 is clearly indicated by the retreat of the Kt to K 2, and is in conformity with the tactics adopted in similar positions on previous occasions.

(B) Black has a little the pull for the ending with his two Bishops, and need not fear the exchange of Queens, more especially as by the text move he also prepares the advance of P to Q B 4, which prevents the further occupation of the Queen's centre by any of the hostile minor pieces.

(C) By slight pressure of developing manoeuvres Black has obtained some tangible advantage in the command of his R on the only open file.

(D) Premature. B to Q B 3 was a necessary preliminary.

(E) For drawing purposes, which legitimately, on the merits of the relative positions, seem to have been White's aim, either Kt to Kt 3 or

Kt to B 6 ch were better than this retreat. In the latter case the game might have proceeded thus: 24 Kt to B 6 ch, K to Kt 2, 25 P to Kt 5, B to K 2, 26 B to B 4, B t. Kt, 27 P t. B ch, K t. P, 28 B t. P, P to K Kt 4, 29 P to K B 4.

(F) A gross mistake, which loses the game right off. P to K B 4 was the proper move, but even then Black would retain a slight advantage, although the opponent could force an exchange, which would leave Bishops of opposite colours, e.g.: 29 P to K B 4, B to K Kt 2, 30 Kt to B 3, R to Q 6, 31 K to K 2 (or 31 Kt to K 5 ch, B t. Kt, 32 P t. B, P to B 5, 33 P to K 6 ch, K to K sq, 34 B to B sq, R to R 6, &c.), 31 . . . P to B 5, 32 Kt to Q 4, 32 . . . B to K 5, with a superior game, for Black has time to bring his K to the Q wing, while White K is cut off, and his R cannot oppose at Q sq on account of B t. Kt, followed by B to B 6 ch.

(G) Of course if B t. B, Black first captures the Kt checking.

(H) Evidently all the three Pawns on the K side will be lost in a few moves. If P to K B 4, Black takes that P, followed by R to B 6 ch.

Game 54, played on the 9th of June.

QUEEN'S GAMBIT REFUSED.

White.	Black.	White.	Black.
W. STEINITZ.	J. MORTIMER.		
1 P to Q 4	P to Q 4	9 Q Kt to R 4	P to Q Kt 3 (C)
2 P to Q B 4	P to K 3	10 Kt t. B	P t. Kt
3 Q Kt to B 3	Kt to K B 3	11 P to Q Kt 3	Kt to Kt 3 (D)
4 Kt to K B 3	P to Q B 4	12 B to Kt 2	Castles (E)
5 P to K 3 (A)	Kt to B 3	13 R to B sq	B to Kt 2 (F)
6 B to Q 3	B to Q 3	14 P t. P	Q t. P
7 Castles	Kt to K 2 (B)	15 Q B t. Kt	P t. B
8 P t. B P	B t. P	16 B t. Kt	R P t. B
		17 Q t. Q	B t. Q

White.	Black.
18 R t. P	B t. Kt
19 P t. B	KtoKt2(?) (G)
20 R to Q sq	R to K R sq
	(?) (H)
21 R to Q 7 (I)	K R to Q sq
22 Q R to B 7	R t. R
23 R t. R	P to K 4
24 R to B 7 (J)	P to B 4
25 K to B sq	K to B 3
26 K to K 2	K to K 3
27 R to B 6 ch	K to Q 2
28 R to K B 6	R to K B sq
29 P to K R-4 (K)	K to K 2
30 R to R 6	R to Q R sq
31 P to Kt 4	R to R sq (L)
32 R t. P ch	K to K 3
33 P to R 4	R t. P
34 R to Kt 7	R to Q B 5.
35 P to R 5	P to K 5
36 P t. P	P t. P
37 P to R 6 (M)	R to B 7 ch
38 K to B sq	R to R 7
39 P to R 7	P to B 4
40 P to Kt 5	K to Q 3
41 P to Kt 6	P to Kt 4
42 R to Kt 8	Resigns.

(A) White is loth to open the game for a minute advantage in position, and he trusts to future complications. Otherwise 5 P t. P, B t. P (or 5 . . . P t. P, 6 Q t. Q ch, followed by P to K 4), 6 P t. P, P t. P, 7 P to K 3, &c., would be satisfactory enough as Black's Q P is isolated.

(B) Black in turn might by exchanging the two Pawns have isolated the adverse Q P, but the freedom of action which White's Q R thereby obtains is sufficient compensation, especially for the first player.

(C) Weak. The proper play was 9 . . . P t. P, 10 B t. B P, B to Q 3, 11 B to Kt 5 ch, Kt to B 3, with an even game.

(D) B to Kt 2, making room for R to Q B sq, was better.

(E) If now B to Kt 2 White would reply P t. P, followed by B to Kt 5 ch.

(F) The isolated Q B P was weak, but at any rate he ought to have made the struggle for its protection by 13 . . . P t. P, 14 B t. P, Q to R 4, 15 B to B 3, Q to Kt 3.

(G) K R to Q sq would have compelled the retreat of the otherwise aggressive hostile R to B 2, and would have also prevented the opponent from seizing the important Q file.

(H) Useless. Again K R to Q sq was the proper move.

(I) Inferior to R to B 7, equally threatening to double the Rooks on the seventh row, in which case Black evidently was bound to oppose Rook at Q B sq, and White by answering K R to Q 7 would gain a move, as will be seen.

(J) White is now bound to waste this move in order to keep in reach of the fourth row, since Black would otherwise advance the R P to R 5.

(K) Threatening P to R 5.

(L) K to B sq would have prolonged the defence but could not save the game, *e.g.*: 31 . . . K to B sq, 32 P to Kt 5, R to Kt sq, 33 P to R 4, R to Kt 2, 34 K to Q 3, &c.

(M) The two passed Pawns are now irresistible.

Game 55, played on the 11th of June.

THREE KNIGHTS' GAME.

White.	Black.	White.	Black.
S. ROSENTHAL.	W. STEINITZ.		
1 P to K 4	P to K 4	46 R t. P (O)	B to B 3
2 Kt to K B 3	Kt to Q B 3	47 R to B 3	R to Q 7
3 Kt to B 3	P to K Kt 3	48 R to R 3	P to R 4
4 P to Q 4	P t. P	49 K to K 7 (!) (P)	B to K 5 (Q)
5 Kt to Q 5	B to Kt 2	50 P to B 6	B t. P
6 B to K Kt 5	Q Kt to K 2	51 P to B 7 ch	B t. P
7 P to K 5 (A)	P to K R 3	52 R to Kt 3 ch (R)	K to R 2
8 B to R 4 (B)	P to K Kt 4	53 K t. B	R to B 7 ch
9 Kt t. Kt	Q t. Kt	54 K to K 6	R to Q Kt 7
10 B to Kt 3	Q to Kt 5 ch (?)	55 R to Kt 4	K to R 3 (S)
	(C)	56 K to Q 5	K to R 4
11 Kt to Q 2 (D)	P to K R 4 (E)	57 R to Kt sq	K to R 5
12 P to K R 3	P to K B 4	58 K to B 5	R to Kt 6
13 P t. P, <i>e.p.</i>	Kt t. P	59 P to R 4	R to Kt 5
14 B to Q 3 (F)	K to Q sq (G)	60 R to Kt 8	K to R 4
15 Castles	P to Q 3	61 R to Kt 7	P to Kt 3 ch
16 P to K R 4	P to Kt 5	62 K to B 6	R t. P
17 P to Q R 3	Q to R 5	63 K t. P	
18 R to K sq	B to Q 2		
19 Kt to B 4	Q to B 3		
20 Q to K 2 (?) (H)	R to K sq		
21 Q to Q 2	Q to Q 4		
22 R t. R ch	K t. R		
23 Q to Kt 5	K to B sq		
24 Kt to Q 2	B to B 3		
25 P to B 3	Q t. Q		
26 P t. Q	Kt to Q 4		
27 P to K B 4	R to K sq		
28 P to B 5	B to K 4		
29 K to B 2 (u)	B t. B ch (I)		
30 K t. B	R to K 6 ch		
31 K to R 4	Kt to B 5		
32 Kt to B sq	R to K 4		
33 Kt to Kt 3	B to K sq		
34 B to K 4 (J)	P to Q 4		
35 R to K B sq	P t. B (K)		
36 R t. Kt	P to K 6		
37 P to Kt 6	P to K 7		
38 Kt t. P	R t. Kt		
39 K to Kt 5 (!) (L)	P to R 5 (?) (M)		
40 R t. Kt P	R t. B P		
41 R t. R P	R t. P. ch		
42 K to B 6	K to Kt sq		
43 R t. P	R t. P		
44 R to Q 8	R to K 7		
45 R to B 8	P to Q B 4 (N)		

Drawn game.

(A) This P is too far advanced and without sufficient support. The plain Kt t. Q P, threatening Kt to Kt 5, should give White a good game.

(B) Very risky; but he is already undersome disadvantage in position. If 8 B t. Kt, Kt t. B, 9 Q t. P (or 9 Kt t. Kt, Q t. Kt, 10 Q t. P, P to Q 3) (or 9 Kt to B 6 ch, B t. Kt, 10 P t. B, Kt to B 3), 9 Kt to B 3, 10 Q to K B 4, Castles, 11 Kt to B 6 ch, K to R sq, 12 Kt to Kt 4 (or 12 Castles, Kt t. P), 12 P to K Kt 4, followed mostly by P to Q 4 or P to Q 3.

(C) Very weak. Either P to K B 3, or, perhaps better still, P to K B 4, pointed out by Mr. Zukertort, were vastly superior.

(D) Well played. It was the only way to continue the attack. If 11 Q to Q 2, Q t. P, 12 Q t. P, Q t. Q, 13 Kt t. Q, Kt to K 2, 14 Kt to Kt 5, K to Q sq, and Black is a P ahead and will also soon gain the K P.

(E) This loosens the Pawns on the K side, and is at any rate inconsistent with his previous move. He ought to have taken the P at all hazards, and then endeavoured to bring his Q back to the K side as soon as possible. Two Pawns ahead ought then to have proved equivalent for his cramped position, which is certainly not much improved by the text move.

(F) He could not take the P with the B on account of the reply P to Q 3, threatening Q to B 4 as well as K to Q 2 in answer to Q to K 2 ch.

(G) Unnecessary: Castling was sound enough.

(H) Loss of time. Q to Q 2 at once was preferable.

(I) Not so clear and decisive as Kt to B 5, *e.g.*: 29 Kt to B 5, 30 Kt to K 4 (or 30 B to K 4, P to Q 4, 31 B to Q 3, B to Q 2, 32 P to B 6, P to B 4), 30 Kt t. P, 31 K t. Kt, B t. B, 32 K t. B, B t. Kt, &c.

(J) Best, for if 34 P to Kt 6, B t. P, and if 34 R to K Kt sq, R to K 8.

(K) Which makes the game very difficult. The simplest plan was 35 R t. B, 36 Kt t. R, Kt t. P ch, 37 K to Kt 3, Kt to K 6, 38 Kt to Q 2, Kt t. R ch.

(L) An exceedingly clever move, which proved extremely difficult to answer in actual play.

(M) Uselessly throwing away the Pawns on the K side. He could win without great difficulty thus: 39 R to K 4, 40 K to R 6 (or 40 R t. P, K to Kt 2 threatening B t. P, 41 K to B 4, K to B 3, &c.), (or 40 K t. P, K to Kt 2), (or 40 K to B 6, R to Q 4), 40 P to B 4, 41 P to B 6, B to B 2, and Black ought to win both Pawns for the piece and remain

with two Pawns ahead. White has then hardly any chance of winning in the adverse game, while Black threatens to return with the R to K 7 and gain the Pawns.

(N) If 45 P to Q B 3, 46 R to B 7, P to Kt 4, 47 R t. P, R to K 6, 48 R to Kt 7 ch, K to B sq, 49 R to K R 7, K to Kt sq (or 49 B t. P, 50 K t. B), 50 R to Kt 7 ch, and draws.

(O) White could also draw in the above indicated way by R to B 7. The move actually made seems to have been also good enough for that purpose and yet to have reserved winning chances in case of a mistake of the opponent. Altogether M. Rosenthal has played the ending wonderfully well, and brought about a position in which the adversary, though a piece ahead, has, so to speak, no King for practical purposes.

(P) Very fine play.

(Q) If B to Q 2, White could still advance P to B 6 and even win.

(R) All this is excellent play, and equality of forces is nearly restored.

(S) Black makes now some futile attempts at winning with his extra P, but owing to the correct play of his opponent Black's K cannot cross in time to support the numerical superiority.

(a) M. Rosenthal, in his notes to this game in *La Vie Moderne*, attributes this weak move to pressure of time. He considers that he ought to have played 29 B t. B, R t. B (if P t. B, 30 Kt to K 4), 30 Kt to Q B 4, followed by 31 K to B 2, and R to K sq, with a good game.

Game 56, played on the 12th of June.

FRENCH GAME.

White.	Black.
W. STEINITZ.	J. MASON.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 Kt to Q B 3	Kt to K B 3
4 B to K Kt 5	B to K 2
5 B t. Kt	B t. B
6 Kt to B 3	Castles
7 B to Q 3	P to Q Kt 3 (A)
8 P to K 5 (B)	B to K 2
9 Kt to K 2	P to Q B 4
10 P to B 3	B to R 3
11 B t. B	Kt t. B
12 Castles	Q to Q 2
13 Kt to K sq	P to B 4
14 P t. P, <i>e.p.</i>	B t. P (C)
15 P to K B 4	B to K 2
16 Kt to B 3	B to Q 3
17 P to K Kt 3 (D)	Kt to B 2
18 Q to B 2	Kt to K sq
19 K to Kt 2	Kt to B 3
20 Kt (K 2) to Kt sq	Q R to Q B sq
21 Kt to R 3	P to K R 3
22 Kt to B 2 (E)	P t. P
23 Kt t. P	B to B 4
24 Q R to Q sq	B t. Kt
25 R t. B	Q to Q 3
26 Q to K 2	Q R to K sq
27 R to K sq	Kt to Q 2
28 Kt to Q 3	Kt to Kt sq (F)
29 Kt to K 5	Kt to B 3
30 Kt t. Kt	Q t. Kt
31 Q to Q B 2	R to B 3
32 Q to R 4 (G)	Q t. Q
33 R t. Q	R to K 2
34 R to R 6	R to B sq
35 P to Q R 4	K to B 2
36 K to B 3 (H)	R to Q Kt sq
	(!) (I)
37 R to K 5	K to B 3
38 P to K R 4	R (K 2) to Kt 2
39 K to K 3	R (Kt) to Q B
40 K to Q 2	R to B 5

Drawn game. (J)

(A) P to Q B 4 is here the strongest move to equalise the game at once, for White cannot

well capture the Q B P on account of the rejoinder B t. Kt ch, followed by Q to R 4.

(B) P to K R 4 introduced since successfully in a most brilliant game by Herr Fritz in the Nuremberg Tournament against the same opponent did not escape my attention, but I thought it rather an indifferent move, which probably would somewhat affect the option of castling on the K side if Black replied B to R 3, in which case the main point of this attack, viz., the sacrifice of the B for the K R P, is altogether broken and Black obtains some advantage in position, *e.g.*: 8 P to R 4, B to R 3 (not B to Kt 2, as played by Mr. Mason against Herr Fritz), 9 P to K 5, B t. B, 10 Q t. B (or 10 P t. B, B t. P), 10 B to K 2, 11 K Kt to Kt 5, P to K Kt 3, 12 P to K B 4, P to Q B 4, 13 Kt to K 2, Kt to B 3, followed by R to Q B sq, &c.

(C) It was much preferable to retake with the Kt P, for he had then better prospects of getting rid of his weak K P by advancing it to K 4 after due preparations with B to Q 3 and Q R to K sq.

(D) Q to Q 3 was better. If Black then advanced the B P White would reply Q to K 3 with the object of planting Kt or Q at K 5 by Kt to K 5. If, however, Black withdrew the Kt instead to B 2, the reply Kt to Kt 5 would compel the advance of P to K Kt 3 and weaken Black's Pawns on the K wing.

(E) It was important not to let Black's Kt enter the K centre.

(F) An excellent move for drawing purposes, and nothing better could be expected from his game

on account of the weakness of his K P.

(G) There seems to have been no opening for White's game at any point, and the chances of an attack were very remote. But on the other hand Black was also reduced to inactivity, and it might have been worth while to play R to K 5, followed by P to K R 4, which would effectually stop the advance of the K Kt P and thus allow the White K to cross over to the other side.

(H) Loss of time. It would have been only consistent with the pre-

vious tactics of his R to advance the R P to the 5th, but although no more than a draw could be expected even in that case, he would at any rate liberate his R, which is now shut out by Black's excellent reply.

(I) A very good move, which prevents P to Q R 5, and, therefore, keeps White's R at R 6 quite out of play.

(J) The probable continuation would have been 41 P to Kt 3, R to B 4, 42 P to B 4, R (Kt 2) to B 2, 43 K to B 3, P t. P, 44 R t. R, R t. R, 45 P t. P, &c.

Game 57, played on the 13th of June.

RUY LOPEZ.

White.	Black.	White.	Black.
W. STEINITZ.	S. ROSENTHAL.		
1 P to K 4	P to K 4	27 Kt to R 4	Kt to R 4
2 K Kt to B 3	Q Kt to B 3	28 Kt to B 5	Kt t. P (I)
3 B to Kt 5	Kt to B 3	29 Kt t. R	R t. Kt
4 P to Q 3	B to B 4 (A)	30 B to B 4 (?) (J)	Kt to K 5 (!) (K)
5 P to B 3	Q to K 2 (B)	31 R t. Kt (L)	P t. R (M)
6 Castles	Castles	32 B t. B	P t. P
7 P to Q 4	B to Kt 3	33 R to K sq (N)	R to Kt 3 ch
8 B t. Kt (C)	Kt P t. B (D)	34 B to Kt 3	R t. B ch (!) (O)
9 Kt t. P	P to Q 3	35 P t. R	P to B 7 ch (!)
10 Kt t. P	Q t. P	36 K t. P	Mate in two moves.
11 Kt to Kt 4	P to B 4		
12 Kt to B 2	B to R 3		
13 R to K sq	Q to R 5		
14 P to B 3	P to Q 4		
15 R to K 5 (E)	P t. P		
16 P t. P	Kt to Q 2		
17 P to K Kt 3 (F)	Q to R 6		
18 R to K sq (G)	Q R to K sq		
19 B to K 3	R to K 3		
20 Kt to B 3	Kt to B 3		
21 Kt to Kt 4	K R to K sq		
22 Q to Q 2	B to B 5		
23 P to Kt 3	B to R 4		
24 Kt to B 2	B to R 3		
25 P to Q Kt 4	B to B 2		
26 P to Kt 5	B to Kt 2 (H)		

(A) Not recommended by the authorities, but apparently adopted here designedly for the purpose of instituting an uncommon counter-attack. The usual move here is P to Q 3.

(B) This is a novelty which deserves special attention

(C) Better than P to Q 5, in which case Black could well retreat the Kt to Kt sq.

(D) Best. If Q P took B the game might have proceeded thus: 8 Q P t. B, 9 Kt t. P, Kt t.

P. 10 R to K sq, B to B 4 or P to K B 4, 11 Kt to Q 2, with an excellent game.

(E) Loss of time, as the next two excellent moves of the opponent show.

(F) If 17 R t. P, B to B 2, 18 P to B 4 (best), for in answer to P to K Kt 3, Black would sacrifice the B and capture the P, followed by B to Kt 2, with a winning attack. 18 . . . Kt to B 3, with a very good game.

(G) If now 18 R t. P, K R to K sq, 19 Kt to B 3, B to Kt 2, 20 R to Q Kt 5 (or 20 R to Q 6, B to B 2) (or 20 R to K Kt 5, P to K R 3, 21 R to Kt 4, Kt to K 4), 20 . . . B to B 3, 21 R to Kt 3, Kt to K 4.

(H) B to B sq was much better. If 26 B to Q R 4, White could not capture the B on account of the answer, R to B 3, but he would move his Q R to Kt sq, followed by Kt to Kt 4, should Black again attack with R to Q B sq.

(I) An unsound sacrifice if White had played properly.

(J) An error which costs the game. P t. Kt instead would have won easily, *e.g.*: 30 P t. Kt, B t. P, 31 Q to Kt 2, B to R 7 ch (or 31 . . . Q to R 5, 32 B to Q 2, and must win), 32 K to B sq, &c.

(K) A beautiful rejoinder, which turns the tables.

(L) This makes matters still worse. The best defence now was Q to Kt 2, which might have led to the following continuation: 31 Q to Kt 2, R to Kt 3, 32 B to Kt 3, Q t. Q ch, 33 K t. Q, B t. B, 34 P t. B, R t. P ch, 35 K to R 2, R t. P, 36 Kt to Kt 4, followed soon by R to Q B sq.

(M) Beautiful play. Though White now gains a piece the line of attack in the text was much stronger and finer than recovering a clear R by R to Kt 3 ch, in which case White would have interposed the B at Kt 3, followed by Q to K Kt 2, in reply to P t. R, with a well defensible game.

(N) Fatal. But Q to B 2 was not much better, *e.g.*: 33 Q to B 2, R to Kt 3 ch (not R to K 7 (?), in which case White could reply R to K sq (!)), 34 B to Kt 3, P to K R 4, 35 Kt to K 3, P to R 5, 36 Kt to B sq, P t. B, 37 P t. P (or 37 Kt t. P, P to K B 4), 37 . . . R to R 3, 38 Kt to R 2, if Q to R 2, Black answers P to B 7 ch, winning at least a piece, 38 . . . R to K 3, with a winning attack.

(O) M. Rosenthal now finishes off with a few elegant strokes, which deserve the special prize for brilliancy awarded to this game.

Game 58, played on the 14th of June.

FRENCH GAME.

White.	Black.	White.	Black.
W. STEINITZ.	DR. NOA.	8 Castles	Kt to B 3
1 P to K 4	P to K 3	9 R to K sq	R to K sq
2 P to K 5	P to Q 4	10 Kt to B 3	P to K 4
3 P t. P, <i>e.p.</i> (A)	B t. P	11 P t. P (D)	Kt t. P
4 P to Q 4	Kt to K B 3	12 Kt t. Kt	R t. Kt
5 Kt to K B 3 (B)	P to Q Kt 3	13 R t. R	B t. R
6 B to Kt 5 ch (C)	B to Q 2	14 B to K Kt 5 (E)	B to B 3 (F)
7 R to Q 3	Castles	15 B to K B sq	Q to K 2 (G)

White.	Black.
16 Kt to Q 5 (H)	B t. Kt
17 B t. Kt	Q t. B
18 Q t. B	R to Q sq
19 Q to K 4	B t. P
20 R to K sq	B to R 6
21 B to Q 3	P to Kt 3
22 Q to K 5	

Drawn game.

(A) If the advance of the Black's Q P remains unchallenged the continuation 3 P to Q B 4 produces one of La Bourdonnais's original positions rather in favour of the defence. It is one of the objects of White's second move to clear for himself the K file by taking in passing either of the two adverse Pawns that come in the way, without, however, allowing the hostile K P to be exchanged, as it is part of White's plan that the latter should be retained in order to keep Black's Q B shut in as long as possible. The effect of this form of attack is also generally that White obtains unopposed possession of the K file with his R after castling.

(B) P to K B 4, as adopted in my matches with Messrs. Martinez and Golmayo, is the strongest continuation.

(C) In order to prevent the adverse Q B from occupying the post at Kt 2 with a long range against the K side.

(D) Which dissolves the game

rather in Black's favour. P to Q 5 was much superior, and the following was a likely continuation: 11 P to Q 5, Kt to Q 5, 12 B to K Kt 5, B to K Kt 5, 13 B to K 4, P to K R 3, 14 B t. Kt, Q t. B, 15 Q to Q 3, B t. Kt, 16 B t. B, Kt t. B ch, 17 Q t. Kt, Q t. Q, 18 P t. Q, B to Kt 5, 19 R to K 3, Q R to Q sq, 20 R to Q sq, and in spite of the doubled P on the K side White has somewhat the best of the game on account of his majority on the Q side.

(E) If 14 B to Q 2, Kt to Kt 5, 15 P to K R 3, Q to R 5, with a strong attack, for White dare not take the Kt on account 16 Q to R 7 ch, 17 K moves, Q to R 8 ch, 18 K moves, B t. P ch, 19 P to B 3, Q t. P ch, 20 K to K 3, R to K sq.

(F) If 14 B t. Kt, 15 P t. B, B to B 3, 16 B to K B sq, Q t. Q, 17 R t. Q, Kt to K 5, 18 R to Q 8 ch, R t. R, 19 B t. R, Kt t. P, 20 B t. P, Kt t. P, 21 B to Kt 8, P to Q R 4, 22 B to B 7, &c.

(G) If B t. Kt the last given variation would probably arise by transposition of moves.

(H) White has an uncomfortable game and decides, therefore, to sacrifice a P in order to remain with Bishops of opposite colours, which would greatly facilitate his drawing without much waste of time and labour.

Game 59, played on the 15th of June.

FRENCH GAME.

White.	Black.	White.	Black.
W. STEINITZ.	J. H. BLACKBURN.		
1 P to K 4	P to K 3	5 P to Q 4	Kt to K R 3
2 P to K 5	P to Q Kt 3 (A)	6 B to Q 3 (B)	P to K B 4 (C)
3 P to K B 4	B to Kt 2	7 Castles	B to K 2 (D)
4 K Kt to B 3	P to K B 3	8 P to B 4	P to B 4 (E)
		9 P to Q 5	P t. P

White.	Black.
10 P t. P	B t. P
11 B t. P	B to Kt 2 (F)
12 B to Q 3	Castles (G)
13 Q to B 2	Kt to B 3 (H)
14 B t. P ch	K to R sq
15 B to Kt 6	P to Q 4
16 Kt to B 3	P to B 5
17 Q to K 2	B to B 4 ch
18 K to R sq	B to B sq
19 Kt to K Kt 5	B to K Kt 5
20 Q to K sq	Kt to K 2
21 B to B 2	Q to K sq
22 B to Q 2	Q to R 4 (I)
23 Kt to R 4	Q Kt to B 4
24 Kt t. B	P t. Kt
25 P to K 6	Q R to K sq
26 B to Q sq	R to K 2
27 B to K B 3	Kt to Q 5
28 Q to K 5 (?) (J)	Kt t. B
29 P t. Kt	B t. K P
30 Q R to K sq	K R to K sq
	(?) (K)
31 Kt t. B	Q t. Q
32 R t. Q	R t. Kt
33 R t. P	R to K B 3
34 R to K Kt sq	Kt to B 4
35 B to B 3	Kt to Q 5
36 R t. B P	R t. P
37 R t. B P	Kt to K 7 (L)
38 R t. R	Kt t. Q R
	(at B 4)
39 R t. P	R to K 8 ch (M)
40 R to Kt sq dis. ch	Resigns.

(A) Not as good as either P to Q 4 or P to K B 3.

(B) If P t. P, Black would probably retake with the P, followed by Kt to B 2.

(C) White threatened now P t. P, whereupon Black could not well retake with the P on account of the rejoinder, P to B 5, which would give White a strong attack.

(D) P to Q B 4, which practically forced the reply, P to Q B 3, was better for defensive purposes, as it was essential to hinder White's advance of P to Q B 4.

(E) Too late now, for he can only break the Q centre at great loss of position on the K side.

(F) If 11 B t. Kt, 12 Q t. B, Kt to B 3, 13 B to K 4, followed by P to K 6.

(G) Probably best. If 12 P to Kt 3, 13 P to B 5, Kt t. P (best), 14 B t. Kt, P t. B, 15 Kt to Kt 5, with a strong attack, for he threatens Q to R 5 with or without check.

(H) The P was not to be saved, for if P to K Kt 3, White could take it off with the B and win two Pawns.

(I) Black's demonstration on the K side calls only for ordinary precautions, but the attack was his best chance, and, in reality, it nearly succeeded in neutralising his inferiority of forces.

(J) Bad play, and nearly throwing away the victory, which was easy enough after 28 B t. P, Kt to B 7, 29 Q to K 5, Kt t. R, 30 R t. Kt, and White must win at least a third P for the exchange, and remain besides with two well-posted Bishops and a prospective strong attack against the K side by B to Q B 3.

(K) Missing the proper line of defence, which was Kt to B 2, for if White took that Kt checking, the Q would retake, and under any circumstances Black had the option of exchanging Knights next move and remaining with Bishops of opposite colours and superior Pawns in the centre.

(L) If R to Q sq White would win a piece by R to Q sq.

(M) The R could only be saved by 39 R to K B sq, and then followed by 40 B t. P dis. ch, K to Kt sq, 41 R to Kt 7 ch, K to R sq, 42 P to Q R 4, White can choose his time for exchanging Rooks.

Game 60, played on the 16th of June.

RUY LOPEZ.

White. DR. NOA.	Black. W. STEINITZ.
1 P to K 4	P to K 4
2 Kt to KB 3	Kt to Q B 3
3 B to Kt 5	P to Q R 3
4 B to R 4	K Kt to K 2
5 P to Q 4	P t. P
6 Kt t. P	Kt t. Kt
7 Q t. Kt	P to Q Kt 4
8 B to Kt 3	P to Q 3
9 P to QB 4(?) (A)	B to K 3
10 B to Kt 5 (?) (B)	P to R 3
11 B to K 3	Kt to B 3
12 Q to B 3 (?) (C)	P to Q 4 (!)
13 B P t. P (D)	B to Q Kt 5
14 P t. B	P t. P
15 B t. P	Q to B 3 (E)
16 B to Q 5	Castles
17 Castles	B t. Q
18 Kt t. B	Kt to K 2
19 B to Kt 3	P to B 3
20 Q R to Q B sq	K to Kt 2 (F)
21 P to B 4	Q to Q 3 (?) (G)
22 P to K 5 (H)	Q to Kt 5
23 P to B 5	Kt to B sq
24 R to B 4	Q to K 2
25 B to K 6	R to Q 6
26 K to B 2 (I)	R t. B
27 K t. R	Q to B 4 ch
28 K to K 4	Q to Kt 5 ch
29 K to K 3	Q t. P
30 K R to B sq	R to Q sq
31 B t. Kt ch (?) (J)	K t. B
32 P to B 6 (K)	Q to Q 7 ch
33 K to K 4	Q to Q 6 ch
34 K to B 4	R to Q 5 ch
Resigns.	

(A) P to Q B 3 is much preferable.

(B) A lost move. He overlooked, probably, that if he exchanged Black could retake the B with the B, followed by B to B 3, if then Q t. Kt P.

(C) A palpable error. Q to Q sq was his best move, for if then

Black took the Pawn he had good prospects of recovering it, *e.g.*: 12 Q to Q sq, P t. P (or 12 B t. P, 13 B t. B, P t. B, 14 Q to R 4), 13 B to R 4, B to Q 2 (or 13 Q to Q 2, 14 Kt to R 3), 14 Kt to R 3, Kt to K 4, 15 Castles, followed by R to Q B sq, or P to K B 4.

(D) Having once committed the blunder, the sacrifice of the Q for two minor pieces and a P gave him unquestionably a much better chance of retrieving his fortunes than allowing the loss of a clear Pawn in such a compact position as Black would obtain by P t. B P. Dr. Noa's fine judgment in the choice of evils is borne out by the progress of the game.

(E) 15 Kt to Q 5, 16 B t. Kt best (or 16 Q t. B, Kt to B 7 ch), 16 Q t. B, 17 Castles, B t. Q, was much superior.

(F) White threatened Kt to Q 5.

(G) A weak move. Kt to B sq at once was much better.

(H) It was better to prevent the entrance of the Q by P to Q R 3.

(I) Injudicious. White had still a good game with his two Pawns majority on the K side, which were likely to become powerful in the end, while Black's majority of Pawns on the other wing could not easily be made available. Nor had Black's Q much scope for offensive action if he had not allowed the sacrifice of the exchange at least in the present position. He ought to have retreated the B to B 2. If then Black answered R to Q 7, White could enter with the Kt at K 4, threatening Kt to B 5 ch, followed by P to B 6, or if Black doubled the Rooks the reply P to

H

K R 3 would enable White to make a long fight of it even if Black advanced P to Kt 4, followed by R to Q 8 ch and exchanging one of the Rooks.

(J) This does not help him much.

(K) Desperate, but he had no means of averting defeat. Mate could be prevented by Kt to K 2, whereupon, however, Black would capture the K P, checking, and win with ease.

Game 61, played on the 18th of June.

RUY LOPEZ.

White.	Black.	White.	Black.
W. STEINITZ.	G. H. MACKENZIE.		
1 P to K 4	P to K 4	38 Q to Kt 6 (I)	K to K 2
2 Kt to K B 3	Kt to Q B 3	39 B to B 5 ch	K to K 3 (J)
3 B to Kt 5	P to Q R 3	40 P to Kt 4	R to B sq
4 B to R 4	Kt to B 3	41 Q to B 5 ch	K to B 2
5 P to Q 3	B to B 4	42 Q to R 7 ch	Resigns.
6 P to B 3	Castles (A)		
7 B t. Kt	Kt P t. B		
8 Kt t. P	P to Q 4		
9 P to Q 4	B to Kt 3 (B)		
10 Kt t. P	Q to K sq		
11 Kt to K 5	Kt t. P		
12 Castles	P to K B 3		
13 Kt to Q 3	B to Q 2		
14 R to K sq	Q to K B 2		
15 P to K B 3	Kt to Q 3		
16 B to B 4	Kt to B 4		
17 Kt to Q 2	Q R to K sq		
18 Kt to K B sq	P to Kt 4		
19 B to Kt 3	P to K R 4 (C)		
20 Kt to B 5	B to Kt 4		
21 Q to B 2	Kt to Kt 2 (D)		
22 P to Q R 4 (E)	Q B t. Kt		
23 K t. B	P to K R 5		
24 B to B 2	B t. Kt (F)		
25 P t. B	P to Q B 3		
26 Q to Q 3	R to Q R sq		
27 P to Q Kt 4	Kt to K 3		
28 P to K Kt 3	P t. P		
29 P t. P	K to Kt 2		
30 Q to K B 5	Q R to K sq		
31 P to Q Kt 5 (!) (G)	R P t. P		
32 P t. P	P t. P		
33 R to Q R 6	Kt to Q B 2		
34 R t. R (!)	Q t. R (H)		
35 R to Q R 7	Q to Q Kt sq (I)		
36 P to B 6 (I)	R to B 2		
37 B to Q 4	K to B sq		

(A) Captain Mackenzie stated to me afterwards that he gave up the P here and also made his preceding move under the mistaken notion that he was following the lines of defence adopted by Anderssen in a celebrated game played against Neumann in which, however, Black's Q R P had not been advanced to R 3. This makes now all the difference, and White may safely gain the P, for the main point of the counter attack instituted by Anderssen was the subsequent sally of the Q B at Q R 3, preventing White's castling, which is now impossible.

(B) If 9 Kt t. P, 10 P t. B, R to K sq, 11 Q to Q 4, P to B 3, 12 Kt to B 3, Kt to Kt 6 dis. ch, 13 B to K 3, Kt t. R, 14 Q Kt to Q 2, followed by castling, and White will gain two minor pieces for the R.

(C) The advance of the Pawns on the K side weakens his position on this wing, and as he is already a Pawn minus on the Q side his game becomes altogether compromised for the ending.

(D) If 21 Q B t. Kt, 22 Q t. Kt, B to Kt 4, 23 P to Q R 4, B

to B 3 (or 23 B t. Kt, 24 R P t. B), 24 Kt t. R P, &c.

(E) P to K R 4 first was much stronger.

(F) P to Q R 4 would have probably furnished a better defence than this exchange, which leaves the Q side bare.

(G) The freedom which White obtains for the otherwise inactive Q R seems to have been quite worth the sacrifice of a P.

(H) If 34 Kt t. K R, 35 B to Q 4 (threatening Q t. Kt P ch), 35 K to Kt sq (or 35 Q to Kt 3, 37 R to R 7 ch, R to B 2, 38 R t. R ch, K t. R, 39 Q t. Q P ch), 36 R to K 6, Q to R 2 (or 36

. . . . Kt to Kt 2, 37 Q t. B P, and Black dare not take the R with either piece), 38 Q t. Q ch, K t. Q. 39 P to B 6. Had the Kt taken the other R the game would have proceeded thus: 35 R to K 6, Kt to B 2, 36 R t. P, Q t. R, 37 B to Q 4, Q t. B, 38 Q t. Kt P ch.

(I) If 35 Q to B 3, 36 B to Q 4, K to R 3 (there is no other way of saving the Kt P), 37 B to K 5 and wins. Again: if 35 R to B 2, 36 B to Q 4, K to B sq, 37 R t. Kt, R t. R, 38 Q t. P ch, Q to B 2 (or 38 R to B 2, 39 Q to R 6 ch and mates next move), 39 Q to Q 8 ch, and wins.

(J) Black is absolutely without resource.

Game 62, played on the 19th of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. MASON.	W. STEINITZ.		
1 P to Q 4	P to Q 4	24 K to R sq	B to K 7
2 B to B 4	P to Q B 4 (A)	25 R t. R ch	R t. R
3 P t. P (B)	Kt to Q B 3	26 B to Kt 3 (L)	Q t. P
4 Kt to K B 3	P to B 3 (C)	27 Q to Q 7 (M)	P t. Q 7 (!)
5 P to K 3	P to K 4	28 Q t. Q P	B to B 2 (!)(N)
6 B to Kt 3	B t. P	29 P to K 5	Q t. P
7 P to B 3	K Kt to K 2	30 Kt to B 3	R t. Kt (!)
8 Q Kt to Q 2	B to Kt 3	Resigns. a)	
9 B to K 2	Castles (D)		
10 Castles	Kt to B 4		
11 P to K 4	Kt t. B		
12 R P t. Kt	P to Q 5 (E)		
13 P t. P	P t. P		
14 B to B 4 ch	K to R sq		
15 Kt to Kt 3	B to K Kt 5		
16 B to Q 5 (F)	KttoK4(!)(G)		
17 B t. P	R to Q Kt sq		
18 B to Q 5	P to B 4 (!)		
19 Q Kt to Q 2 (H)	P to B 5		
20 Q to R 4	Kt t. Kt ch		
21 Kt t. Kt (I)	P t. P		
22 P t. P	Q to Q 3 (!)(J)		
23 Kt to R 2 (K)	P to Q 6 dis.ch		

(A) A novelty, which seems to break the force of this once so much dreaded attack, that Morphy, as stated in Lowenthal's Morphy Book, avoided it against Harrwitz by 1 P to K B 4, in reply to P to Q 4, after having twice failed with the ordinary defence.

(B) Bad. But Black's game seems also sound if White should now capture the Kt, e.g.: 3 B t. Kt, R t. B, 4 P t. P, Q to R 4 ch, 5 Kt to B 3, P to K 3, 6 P to K 4, B t. P, 7 B to Kt 5 ch, K to B sq, 8 P t. P, Q to Kt 3, &c.

(C) This secures for Black the establishment of the centre with an excellent game.

(D) Kt to K B 4 would have been premature, as White could answer Kt to K R 4.

(E) This P becomes isolated, but can be well supported. There was anyhow not much risk, as the strength of White's majority of Pawns on the K side is diminished by the Kt P being doubled.

(F) He ought to have retreated the B to K 2 in order to play a defensive game.

(G) The sacrifice of the P was quite sound.

(H) White probably saw too late that he could not now take the Q P on pain of his losing, thus: 19 Q Kt t. P, P t. P, 20 B t. K P, K B t. Q Kt, and White dare not retake since Kt t. Kt ch would win the Q.

(I) If P t. Kt Black obtains a powerful attack by B to B 6, followed by Q to Kt 4.

(J) Stronger than P to Q 6 ch at once, for in that case White might move the K to R 2, followed accordingly by Q to B 6 or Kt to Kt 5.

(K) If now K to R 2 Black checks at R 3, followed, should the Kt interpose, by B to B 2, threatening Q t. Kt ch.

(L) In order to stop the last advance of the Q P.

(M) If Q to Kt 4, then followed: 27 . . . R to B 7, 28 R to K Kt sq, B to B 8, 29 Kt t. B, R t. Kt, and wins. With the move in the text White intends to stop the Q P or to retreat the Q to K R 3.

(N) Better now than R to B 7, for in reply to Black afterwards withdrawing the B to B 8, White could sacrifice the Q for the R.

(a) This and the preceding game are played in Mr. Steinitz's best style, and show that he was, towards the close of the Tournament, recovering from the bad form which he exhibited in the earlier portion, when his play was often not worthy of his reputation. Dr. Zukertort at present holds the honoured post of champion, but only a match can settle the position of these rival monarchs of the Chess realm.

SECTION III.

BLACKBURN'S GAMES.



THE NOTES IN THIS SECTION ARE BY H. E. BIRD, EXCEPT WHERE
OTHERWISE STATED.

BLACKBURNES'S GAMES.

Game 63, played on the 26th of April.

FRENCH GAME.

White.	Black.	White.	Black.
J. H. BLACKBURNES.	A. G. SELLMAN.		
1 P to K 4	P to K 3 (A)	24 K to B 2	Q R to K sq
2 P to Q 4	P to Q 4	25 K Kt to Kt 3	B to Kt 3
3 Kt to Q B 3	Kt to K B 3	26 Kt to Kt sq	P to B 3
4 P t. P	P t. P	27 R t. R	R t. R
5 B to Q 3	B to Q 3	28 R to K sq	K to B 3
6 Kt to B 3	B to K 3	29 Kt to B sq	
7 Castles	Kt to B 3	Drawn game. (B)	
8 R to K sq	Castles	(A) Mr. Sellman's play greatly varies, at times being quite first-class, whilst on occasions he appears to play listlessly, making singular slips in quite simple positions, yet in very difficult ones he has more than once proved himself equal to cope with the very best play. It may be observed, however, that the Baltimore gentleman has been more or less in indifferent health throughout the Tournament. He is a most amiable player, a capital loser, and a general favourite.	
9 B to K Kt 5	P to K R 3		
10 B to K 3	Q to Q 2		
11 Q to Q 2	Kt to Q Kt 5		
12 Kt to K 5	Q to K 2		
13 P to Q R 3	Kt t. B		
14 Kt t. Kt	P to B 3		
15 B to B 4	K R to K sq		
16 P to B 3	Kt to Q 2		
17 Q to B 2	Kt to B sq		
18 Kt to Kt 3	B t. B		
19 Kt t. B	Q to B 3		
20 Q Kt to K 2	B to B 4		
21 P to B 3	R to K 2		
22 Kt to B 5	Q to Kt 4	(B) Black maintains his ground well throughout.	
23 Q t. Q	P t. Q		

Game 64, played on the 2nd of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
A. G. SELLMAN.	J. H. BLACKBURNES.		
1 P to Q 4	P to K 3	8 B to R 4 (B)	P t. P
2 P to Q B 4	K Kt to B 3	9 B t. P	Kt to Q 4
3 Q Kt to B 3	P to Q 4	10 B t. B	Q t. B
4 B to Kt 5	B to K 2	11 K Kt to K 2	Kt to Q 2
5 P to K 3	Castles	12 Castles, K R (C)	Kt fr. Q 2 to B 3
6 Q to K B 3 (!) (A)	P to B 3	13 Kt to B 4	Kt t. Kt (B 4)
7 B to Q 3	P to K R 3	14 Q t. Kt	Kt to Q 4

White.	Black.	White.	Black.
15 Q to B 3	P to Q Kt 3	52 K to R 6	P to R 5
16 P to K 4	Kt t. Kt	53 R to K 6	P to R 6
17 P t. Kt	B to Kt 2	54 P to B 6	P to R 7
18 Q to K 3	Q R to B sq	55 R to K 7 ch	K to Q sq
19 Q R to Q sq	K R to Q sq	Resigns.	
20 P to B 4	P to Q B 4		
21 B to Kt 3	P to B 5		
22 B to B 2	P to B 3		
23 P to B 5 (?) (D)	P to K 4		
24 P to Q 5 (?) (E)	Q to B 4		
25 Q t. Q	R t. Q		
26 R to Kt sq	B to B sq		
27 R to Kt 2	B to Q 2		
28 K to B 2	K to B 2		
29 K to K 3	B to K sq		
30 P to Kt 4	B to Q 2 (F)		
31 P to K R 4	R to K Kt sq		
32 B to K sq	R to R 4		
33 R to K Kt sq	R to R 6		
34 K to Q 2	P to Q Kt 4		
35 P to Kt 5	R P t. P		
36 B to R 5 ch	K to K 2		
37 P t. P	R to K R sq		
38 P t. P ch	P t. P		
39 R to Kt 7 ch	K to Q 3		
40 B to K 2	P to Kt 5		
41 R t. P	R t. P ch		
42 K to K 3	R to R 6 ch		
43 B to B 3	R to Q B 7 (G)		
44 R t. P	B to Kt 4		
45 R fr. Kt 7 to Q B 7	B t. R		
46 R t. B	P to R 4		
47 R to B 6 ch	K to Q 2		
48 K to Q 3	R to K R 7		
49 K to B 4	R fr. B 7 t. B		
50 R t. P	R t. P ch		
51 K to Kt 5	R to Kt 6 ch		

(A) This appears somewhat original, yet free from objection. As a rule, venturing with the Queen out early in the game is not advisable, but in the present instance I incline to think it is a good move.

(B) I cannot see the object for retiring this Bishop. P to K R 4 supporting it would have been a most desirable move, Black could not safely capture the Bishop.

(C) I should have felt inclined to Castle on Q side.

(D) Weak play, I believe. White, after retiring his B to Q B 2, has an excellent position for organising an attack.

(E) Not judicious play; the Pawns were strong as they stood; but this advance weakens them materially.

(F) Repeating move 27, Black is evidently acting now on the passive principle, waiting for his less experienced opponent to commit himself, which he shortly does.

(G) Black has managed this very adroitly. White has now no satisfactory move.

Game 65, played on the 27th of April.

GIUOCO PIANO.

White.	Black.	White.	Black.
J. H. BLACKBURNE.	G. H. MACKENZIE.		
1 P to K 4	P to K 4	5 P to Q 3 (A)	P to Q 3
2 K Kt to B 3	Q to Kt B 3	6 B to K 3	B to Kt 3
3 B to B 4	B to B 4	7 Q Kt to Q 2	B to K 3
4 P to B 3	Kt to B 3	8 Q to K 2 (B)	Q to K 2
		9 Castles, K R	P to K R 3

White.	Black.
10 B to Q Kt 5	Castles, K R
11 P to K R 3	B to Q 2
12 Kt to B 4	Kt to R 2
13 B t. B	R P t. B
14 Kt to K 3	B to K 3
15 P to R 3	P to B 4
16 P t. P	B t. P
17 Kt t. B	R t. Kt
18 B t. Kt	P t. B
19 Kt to Q 4	R to B 5
20 Kt t. P	Q to Q 2
21 Kt to Kt 4	Kt to Kt 4
22 P to B 3	Q R to K B sq
23 Kt to Q 5	R to K R 5
24 R to B 2	Q to B 2
25 Kt to K 3	Kt to K 3
26 K to R 2	Kt to B 5
27 Q to B sq	Kt t. R P (l) (C)
28 P t. Kt	Q to B 5 ch
29 K to Kt sq	Q t. Kt
30 R to K sq	Q to Kt 4 ch
31 R to Kt 2	Q to R 4
32 R to Kt 3	P to Q 4
33 Q to Kt 2	R to B 2
34 K to R 2	R fr. R 5 to K B 5
35 R to K Kt sq	P to K Kt 4
36 Q to K 2	Q R to B 4
37 K to Kt 2	Q to B 2
38 R to K B sq	Q to K 3
39 R to Kt 4	K to B 2
40 K to R 2	P to R 4
41 R t. R	R t. R
42 R to K sq	R to K R 5
43 Q to Kt 2	Q to B 4
44 Q to Kt 3	R to K B 5
45 R to K 3	K to B 3
46 K to Kt 2	P to B 4
47 P to Kt 4	P t. P
48 B P t. P	R to Q 5
49 Q to B 2	R to R 5
50 P to B 4 (D)	R t. B P
51 Q to Q B 2	Q to K 3
52 P to Kt 5	P to Kt 5
53 P to K R 4	P to Q 5
54 R to K 4	Q to Q 4
55 P to R 4	Q to Kt 2 (E)
56 K to Kt sq	R t. R
57 P t. R	K to K 2
58 P to R 5	K to Q 3 (F)

White.	Black.
59 P to R 6	Q to Q B 2
60 Q to Q R 2	Q to B 8 ch
61 K to Kt 2	Q to K B 5
62 Q to Q 5 ch	K to K 2
63 Q to Kt 7 ch	K to K sq
64 Q to B 8 ch	K to K 2
Drawn game.	

(A) Mr. Blackburne does not appear to have yet adopted any of the forms of this Opening, arising from the advance of the Pawns on Queen's side, specimens of which appear in the games between Bird and Englisch, Bird and Rosenthal, and Bird and Zukertort.

(B) Blackburne's partiality for the move of Q to K 2 is surprising to many. I should have played B t. K B and then Kt to Q B 4.

(C) As will be subsequently seen this was good, sound play.

(D) It may be assumed that the effects of this move were fully calculated by White, and that it was made with the object of a greater certainty in securing a draw. I doubt its soundness, however; it appears to me that Kt P t. P was the proper reply for Black, and that by careful play of his King, so as to keep out of perpetual check, he should have won.

(E) Black should have now taken R with R, thus securing another passed Pawn, then Q to Q 2 would apparently compel White to play Q to Q 3 to stop further advance of Q P, leaving Black with a position which only required time and due care to win.

(F) Why Black did not take this Pawn was inexplicable to me at the time it was played and is so still.

Game 66, played on the 28th of April.

IRREGULAR OPENING.

White.	Black.	White.	Black.
G. H. MACKENZIE.	J. H. BLACKBURNE.		
1 P to Q B 4 (A)	P to K 3	46 K to Kt 2	K to B 2
2 Kt to Q B 3	B to Kt 5 (B)	47 K to Kt 3	B to Q B 3
3 Q to Q Kt 3	B t. Kt (C)	48 P to K B 4	B to Q 2
4 Q t. B	Kt to K B 3	49 R to K B 3	P to Q Kt 4
5 P to K 3	P to Q Kt 3	50 R to Q R 3	P to K Kt 3
6 Kt to K B 3	B to Q Kt 2	51 P to K Kt 5	K to K 3
7 P to Q 4	Kt to K 5	52 K to B 2	B to Q B 3
8 Q to Q B 2	P to K B 4	53 K to K 3	R to Q R sq
9 B to Q 3	Castles	54 R to Q B 3	R to Q B sq
10 Castles	Kt to K Kt 4	55 K to Q 4	K to B 2
11 Kt t. Kt	Q t. Kt	56 R to K R 3 (J)	K to Kt sq
12 P to K B 3	Q to K R 4	57 R to Q R 3	R to Q sq
13 B to Q 2	Kt to Q B 3	58 R to Q R 6	B to K sq
14 B to Q B 3 (D)	Kt to K 2	59 R to Q R 7	R to Q 2
15 P to K 4	P to K B 5 (E)	60 R to R 8	K to B 2
16 Q R to K sq	R to K B 3	61 P to Q Kt 4	R to Q Kt 2
17 R to K 2	R to K R 3	62 K to Q B 5	K to B sq
18 P to K R 3	P to Q B 4	63 R to Q B 8	R to Q 2
19 P t. P (F)	Q t. P ch	64 K to Q 5	K to B 2
20 R fr. B sq to B 2	Q to K Kt 4	65 B to Q 4 (K)	R to Q Kt 2
21 K to B sq	P to K 4	66 B to Q B 5	R to Q 2
22 R to Q 2	R to Q B 3	67 R to Q Kt 8	K to B sq
23 Q to Q sq	R to Q sq	68 K to K 6	Resigns.
24 B to K 2 (I) (G)	R to Q B 2		
25 P to Q B 5 (I) (H)	Kt to Q B sq		
26 P t. P	P t. P		
27 P to Q R 4	Q to K 2		
28 K to Kt sq	K to R sq		
29 B to K B sq	P to Q 4 (I)		
30 P t. P	Kt to Q 3		
31 B to Q 3	Q to K Kt 4		
32 Q to K 2	R to K sq		
33 B to K 4	R to Q B 5		
34 B to Q B 2	B to Q B sq		
35 K to R sq	B to Q R 3		
36 Q to Q sq	P to K 5		
37 P t. P	Kt t. P		
38 B t. Kt	R fr. B 5 t. B		
39 Q to K Kt 4	Q t. Q		
40 P t. Q	R t. Q R P		
41 R to Q 4	R t. R		
42 B t. R	B to Q Kt 2		
43 P to Q 6	P to B 6		
44 P t. P	R to Q sq		
45 B to K 5	K to Kt sq		

(A) This move of P to Q B 4 for first player is unexceptionable, and equal to any on the board. As stated elsewhere, I prefer P to K B 4. It is a question of style, however, and the weight of authority is against me. P to K 3 as opening move suddenly grew into favour at Paris in 1878, and has still the sanction of at least one leading tactician. It was played with considerable success in the International Tournament in Paris that year in many good games. Curiously enough, however, in no instance has it been adopted in the present one.

(B) Not considered a good move. This is very much a question of taste. It certainly rarely leads to a form of game which I enjoy or care to adopt.

(C) This capture is not to be commended; White has thus early an advantage in position, slight it may be, but between players so evenly matched as Captain Mackenzie and Mr. Blackburne not inappreciable.

(D) White's game is now beautifully opened.

(E) Weak in my opinion: in fact, Blackburne's play as a whole throughout the Tournament is below his proper form.

(F) Pawn to Queen's 5th would have been surely good, for if Black advanced P to K 4, then P to Q Kt 4 would enable White to open the position on the Q side with advantage.

(G) This well-timed attack, opened by White on Black's weak point, was very judicious.

(H) Very finely played. It is obvious that the Pawn cannot well be taken either by Rook or Pawn.

(I) This appears to be the best that Black could do under the circumstances.

(J) Black cannot now play R to Q R sq, and his chance of a draw is, therefore, hopeless.

(K) White (Captain Mackenzie) plays the ending of this game with the greatest skill and nicety.

Game 67, played on the 30th of April.

FRENCH GAME.

White.	Black.	White.	Black.
S. ROSENTHAL.	J. H. BLACKBURNE.		
1 P to K 4	P to K 3	25 Q R to K sq	Q to K 2
2 P to Q 4	P to Q 4	26 K to Kt 2	Q to K 3
3 P t. P	P t. P	27 Q to Q sq	B to B sq
4 Kt to K B 3	Kt to K B 3	28 Q to B 3	P to K B 4
5 B to Q 3	B to Q 3	29 R to Q sq	B to Q 3
6 Castles	Castles	30 B to Q 2	P to B 5
7 Kt to B 3	Kt to B 3	31 Q R to K sq	R to K B sq
8 B to K Kt 5	B to K Kt 5 (A)	32 P to K Kt 4	R to K sq
9 K to R sq	B to K 2 (B)	33 P to K R 3	P to K Kt 4
10 B to K 3 (C)	Q to Q 2	34 Q to Q sq	Q to R 3
11 B to K 2	B t. Kt	35 Q to B 3	Q to Kt 3
12 B t. B	Kt to Q sq	36 Q to Q sq (E)	Q to R 3
13 Kt to K 2	P to B 3	37 Q to B 3	B to B 2
14 Kt to Kt 3	P to K Kt 3	38 R to K R sq	Q to K 3
15 Q to Q 3	Kt to K 3	39 Q to Q 3	K to Kt 2
16 Q R to K sq	B to Q 3	40 R to K B sq	Q to Kt 3
17 B to Q sq	Q to B 2	41 P to B 3	R t. R
18 P to Q B 3	K R to K sq	42 Q t. Q ch	K t. Q
19 Q to Q 2	Kt to B 5	43 R t. R	R t. R
20 B to B 3 (D)	R to K 3	44 B t. R	K to B 3
21 Kt to K 2	Kt t. Kt	45 K to B 2	K to K 3
22 R t. Kt	Q R to K sq	46 K to K 2	B to Kt 3
23 P to K Kt 3	Kt to K 5	47 B to B 2	K to Q 3
24 B t. Kt	R t. B	48 K to Q 3	B to Q sq
		49 B to Kt sq	K to B 2

White.	Black.
50 P to Kt 4	B to K 2
51 B to B 2	K to Kt 3
52 K to B 2	P to Q R 4
53 K to Kt 3	K to Kt 4
54 P to R 4 ch	K to R 3
55 B to K sq	B to B 3
56 B to B 2	P to Kt 4
57 B to Kt sq	K to Kt 2
58 B to B 2	Drawn.

(A) The first eight moves are identical on both sides, and the game does not so far promise to be of surpassing interest.

(B) This move, though safe enough, no doubt does not hold out much indication or hope of enterprise.

(C) Both players adopt the same tactics, and treat one another's play with becoming respect, neither appearing to care for the slightest venture.

(D) Back again to the place from whence he came. Indecision appears to be a marked characteristic of this game. Micawber-like, each appears to be waiting for something to turn up.

(E) From the repetition of moves it is evident that a draw is intended, and this was the result of this very dull affair. It would be difficult to find a game of Chess ever played more utterly devoid of interest.

Game 68, played on the 21st of May.

SCOTCH GAME.

White.	Black.	White.	Black.
J. H. BLACKBURNE.	S. ROSENTHAL.	23 Q t. Kt	Q to R 3
1 P to K 4	P to K 4	24 Q to K 2	K to R sq
2 K Kt to B 3	Q Kt to B 3	25 P to K Kt 4	Kt to K 4
3 P to Q 4	P t. P	26 R to Kt 2	R to R 2
4 Kt t. P	B to B 4	27 R to Kt 3	P to B 3
5 B to K 3	Q to B 3	28 Kt to K 3	R to K 2
6 P to Q B 3	K Kt to K 2 (A)	29 R t. P	R (B sq) to K sq
7 Kt to B 2 (B)	B to Kt 3 (C)	30 Q to Q sq	Kt to Kt 3
8 Q Kt to R 3	B t. B (D)	31 P t. Kt	Resigns.
9 Kt t. B	P to Q R 3		
10 P to K Kt 3	P to Q 3		
11 B to Kt 2	B to K 3		
12 P to K B 4	Q to R 3		
13 Q to K 2	B to R 6		
14 Castles, K R	Castles, K R		
15 P to B 5	P to B 3		
16 Q Kt to B 2	Kt to K 4		
17 Kt to Q 4	P to K Kt 4		
18 Kt to K 6	K R to B sq		
19 Q R to Q sq	P to Kt 4		
20 R to B 2	K Kt to B 3		
21 B t. B	Q t. B		
22 Kt to Q 5	Kt to K Kt 5		
	(?) (E)		

(A) The first six moves on each side are those now most approved by recognised authorities. A remarkably fine game played this way occurred in the Vienna Tournament of 1873, Rosenthal attacking against Anderssen, won by the latter. In another game Bird, as second player against Dr. Meitner, at move 6 adopted Q to K 3 in lieu of Kt to K 2, and won the game, which was also a very good one.

(B) This was adopted by Dr.

Fleissig at Vienna in last year's Tournament, and is an excellent move.

(C) I should prefer to change Bishops.

(D) Now Black has lost an im-

portant move; if he intended to change off the Bishop he had better have done so at once at move 7.

(E) A fatal blunder: throwing away the piece.

Game 69, played on the 1st of May.

RUY LOPEZ.

White.	Black.	White.	Black.
J. H. BLACKBURNE.	A. B. SKIPWORTH.		
1 P to K 4	P to K 4	35 Kt t. Q	R to B 2
2 K Kt to B 3	Q Kt to B 3	36 P to Q Kt 4	Kt to Kt 2
3 B to Kt 5	P to Q R 3	37 R to Q 5	P to B 3
4 B to R 4	Kt to B 3	38 R to Q 4	R to B 3
5 P to Q 3	B to B 4	39 K to B 2	Kt to Q 3
6 Castles	P to Q Kt 4	40 Kt to K 5	Kt to B 4
7 B to Kt 3	P to Q 3	41 R to Q B 4	R to Q 3
8 B to K 3	B to K Kt 5	42 P to Kt 4	Kt to K 2
9 P to B 3	P to K R 3	43 K to K 2	P to Kt 4
10 Q Kt to Q 2	Kt to K 2 (A)	44 R to K 4	Kt to Q 4
11 B t. B	P t. B	45 Kt to Q 3	R to B 3
12 B t. P ch	K to B sq	46 R to K 5	R to Q 3
13 B to Kt 3	Q t. P	47 R to K 8	K to Kt 2
14 B to B 2	Q to Q 3	48 R to Q Kt 8	R to K 3 ch
15 Q to K 2	Kt to Kt 3 (B)	49 K to B 2	Kt to K 6
16 Q to K 3	B to K 3	50 P to Kt 5	Kt to Q 8 ch
17 K R to Q sq	Q to K 2	51 K to B sq	P t. P
18 Kt to Kt 3	B t. Kt (C)	52 R t. P	R to K 6
19 P t. B	K to B 2	53 R to Q 5	K to B 3
20 P to R 3	K R to K B sq (D)	54 R to Q 6 ch	K to K 2
21 R to R 5	K to Kt sq	55 R to Q 4	K to B 3
22 K R to R sq	Q to Q 3	56 P to Kt 4	Kt to B 6
23 P to B 4	Q to B 3	57 Kt to K sq	R to K 3
24 B to Q 3	K to R 2	58 Kt to B 2	R to K 7
25 P t. P	P t. P	59 Kt to R 3	R to Q R 7
26 B t. P	Q to Kt 2	60 Kt to B 4	R to R 8 ch
27 B to B 4	R t. R	61 K to B 2	R to R 7 ch
28 R t. R	Kt t. P	62 R to Q 2	R to R 8
29 B to Q 3	Kt to Q 3	63 Kt to K 3	K to K 4
30 B t. Kt ch	K t. B	64 R to Kt 2	R to K R 8
31 Kt t. P ch	K to R 2	65 K to Kt 2	R to K 8
32 Q to Q 3 ch	Q to K 5	66 P to Kt 5 (!)	Kt to R 5
33 R t. P	R to B 4	67 P to Kt 6 (!) (E)	Kt t. P
34 P to B 3	Q t. Q	68 R to Kt 5 ch (!)	K to B 5
		69 K to B 2 (!)	R t. Kt
		70 R to K B 5, mate.	

(A) Mr. Skipworth would have acted prudently in Castling at this move, reserving Kt to K 2.

(B) Beyond having moved his King, which stops communication between his two Rooks, Black has so far sustained no disadvantage.

(C) We should have preferred P to Q B 5; parting with the Bishop for the Knight in this position, and opening Q R file, was not played with Mr. Skipworth's usual judgment.

(D) Kt to K B 5, and P to K Kt 4, appeared worthy of attention. For example:

20	Kt to K B 5
21 R to R 5	P to K Kt 4
22 K R to Q R	P to K Kt 5
23 P t. P	Kt t. P
24 Q to K sq	Q to K B 3

and Black, I think, would have had a good attack, and at least an even game.

(E) The finish is elegantly played by Blackburne.

Game 70, played on the 3rd of May.

FRENCH GAME.

White.	Black.	White.	Black.
S. WINAWER.	J. H. BLACKBURNE.		
1 P to K 4	P to K 3	28 Kt to B sq	K to Kt 2 (I)
2 P to Q 4	P to Q 4	29 Kt to K 3	P to B 3
3 Kt to Q B 3	Kt to K B 3	30 P to Kt 3	K to B 2
4 B to K Kt 5	B to K 2	31 P to B 4	K to K 3
5 P t. P (A)	Kt t. P	32 K to B 3	Kt to B 4
6 Kt t. Kt (B)	P t. Kt	33 Kt to B 2	P to Kt 3
7 Q to K 2	B to K 3	34 K to B 4	Kt to K 2
8 B t. B	Q t. B	35 Kt to K 3	P to K R 4
9 Castles	Castles	36 P to K R 4	P to R 3
10 P to K B 4	R to K sq	37 P to R 4	P to R 4
11 P to K Kt 4 (C)	Kt to B 3	38 K to Kt 3	Kt to B 4 ch (?)
12 P to B 5	B to Q 2		(J)
13 Q t. Q	Kt t. Q (D)	39 Kt t. Kt	K t. Kt
14 Kt to B 3	P to K B 3	40 P t. P	P to B 4
15 B to Q 3	Kt to B sq	41 P to Q 6	K to K 3
16 K R to Kt sq	Kt to Q 3	42 P t. P	P t. P
17 Q R to B sq	B to Q Kt 4	43 K to B 4	K t. P
18 B t. B	Kt t. B	44 K to B 5	K to K 2
19 P to Kt 5 (E)	K to R sq	45 K to Kt 6	K to K 3
20 P t. P (F)	P t. P	46 K t. P	K to B 4
21 K to Q sq	Kt to Q 3	47 K to R 6	K to K 5
22 Kt to Q 2 (G)	R to K Kt sq	48 P to R 5	P to B 4
23 R t. R	R t. R	49 K to Kt 5	P to B 5
24 R to B 2	R to Kt 4	50 P to R 6	P to B 6
25 K to K 2	R t. P (?) (H)	51 P to R 7	P to B 7
26 R t. R	Kt t. R	52 P Queens	P Queens
27 P to B 3	Kt to Q 3	53 Q to R 8 ch	K to Q 5
		54 Q to Q 8 ch	K to K 4

White.	Black.
55 Q to K 7 ch	K to Q 5
56 Q to Q 7 ch	K to K 4
57 Q to K 7 ch	K to Q 5
58 Q to Q 7 ch	K to K 4

Drawn game.

(A) I can see nothing that could be gained by this move, which only tends to change off two pieces on each side and to free Black's game. B t, Kt, and P to K 5 is greatly to be preferred.

(B) Even now I would rather retire the Bishop.

(C) Injudicious. There is nothing in this attack, and it results in Winawer getting an isolated Pawn, which subsequently fell, and should have entailed the loss of the game.

(D) It was necessary to retake thus, for if Rook had captured,

Black would lose his Q P by B to Kt 2.

(E) Useless.

(F) R to K sq would have been better.

(G) Of course White must lose the Pawn. Kt to R 4 would be very prejudicial.

(H) I cannot understand White thus readily changing his Rook. With due skill he should have won from this position.

(I) Kt to B 5 at once was, I think, better. It would force White to advance the Kt P.

(J) Blackburne generally plays end-games with consummate skill, but I do not like this move. P to Q B 4 would have been more to the purpose. The game, which ended in a draw, was not played by Blackburne up to his usual mark.

Game 71, played on the 9th of May.

SCOTCH OPENING.

White.	Black.	White.	Black.
J. H. BLACKBURNE.	S. WINAWER.		
1 P to K 4	P to K 4	20 B to K 3	Kt to R 4
2 K Kt to B 3	Q Kt to B 3	21 P to Q Kt 4	Kt to Kt 6 ch
3 P to Q 4	P t. P		(F)
4 Kt t. P	Kt t. Kt (A)	22 B t. Kt	B t. B
5 Q t. Kt	Q to B 3	23 K to Kt 2	B to B 2
6 Q to K 3 (B)	B to Kt 5 ch (C)	24 B to Q 4	K R to K sq
7 P to B 3	B to R 4	25 P to B 3	P to Q Kt 4
8 Kt to R 3	B to Kt 3	26 B to B 2	P to Q Kt 3
9 Q to Kt 3	P to Q 3	27 K R to Q sq	K to Kt 2
10 Kt to B 4 (D)	B to K 3	28 P to Kt 4	R to K 2
11 Kt t. B	R P t. Kt	29 B to Kt 3	Q R to K sq
12 P to Q R 3 (E)	Q to K 4	30 R to Q 4	K to B 3
13 B to Q 3	Q t. Q	31 B to B 4	R to Q R sq
14 R P t. Q	Kt to K 2	32 B to Kt 3	B to K 3
15 B to K B 3	P to K B 3	33 B to B 4	R to Q 2
16 Castles, Q R	Castles, Q R	34 B to Kt 3	Q R to Q sq
17 B to B 2	P to R 3	35 K R to Q 2	K to Kt 2
18 R to Q 2	K R to B sq	36 R to Q sq	Drawn.
19 R to K sq	Kt to B 3		

(A) The opinions of eminent

recognised authorities, supported by the experience of Der Tasa and Dufresne, and other recorded games, condemn this move.

(B) P to K 5 should be better; if not there appears no objection to second player taking with the Kt at move 4.

(C) This appears the best move under the circumstances, and first player does not appear to have any material advantage.

(D) I would much rather have played B to Q 3, reserving the Kt's

move, which, moreover, could not be well prevented, for Black could not yet play B to K 3 with advantage, on account of White's replying with Castling, threatening B to K Kt 5. Q B 2 would also be a nice square for the Kt.

(E) Why not B to K Kt 5? Now surely it would have been formidable.

(F) At the time we should not have considered it extremely hazardous to have predicted another draw.

Game 72, played on the 18th of May.

PETROFF.

White.	Black.	White.	Black.
S. WINAWER.	J. H. BLACKBURN.		
1 P to K 4	P to K 4	29 P to Q Kt 4	K R to K 2
2 K Kt to B 3	K Kt to B 3 (A)	30 Q to R 6	P to B 4
3 Kt t. P	P to Q 3	31 Q to B 8 ch	K to Kt 2
4 Kt to K B 3	Kt t. P	32 P t. P	R t. B P
5 P to Q 4	B t. K 2	33 Q to Q 8	R (B 4) to K 4
6 B to Q 3	P to Q 4	34 Q to Q 4	K to B 2
7 Castles	Castles	35 Q to Q B 4 ch	K to B sq
8 P to B 4	Q Kt to B 3	36 Q to B 3	P to Q Kt 4
9 P t. P	Q t. P	37 P to K 4 (D)	K to B 2
10 R to K sq	Kt to B 3	38 Q to B 6	P to K R 4
11 Kt to B 3	Q to Q sq	39 Q to R 6	K to Kt 2
12 P to K R 3	B to K 3	40 Q to B 6	K to R 2
13 B to K 3	Kt to Q 4	41 Q to R 6	K to R 3
14 Q to B 2	P to K Kt 3	42 K to R 2	K to Kt 2
15 P to R 3	B to B 3	43 K to Kt sq	P to Kt 4
16 Kt to K 4	Kt t. B	44 K to R 2	P to R 5
17 P t. Kt	B to Q 4	45 K to Kt sq	K to B 2
18 Kt t. B ch	Q t. Kt	46 K to R 2	R to Q 2
19 R to K B sq	Q R to K sq	47 Q to B 6	R (Q 2) to K 2
20 Q R to K sq	B t. Kt	48 Q to R 6	K to B sq
21 R t. B	Q to Q 3	49 K to Kt sq	K to K sq
22 Q R to K B sq	R to K 2	50 Q to B 8 ch	K to B 2
23 Q to B 2	Kt to K 4 (!) (B)	51 Q to R 6	K to Kt 2
24 P t. Kt	Q t. B	52 K to R 2	R to K B 2
25 R to B 6	R t. P	53 Q to Q B 6	K to R 2
26 R t. B P	Q t. R ch (C)	54 Q to Q R 6	R to K Kt 2
27 Q t. Q	R t. R	55 Q to K B 6	R (Kt 2) to K 2
28 Q to Q 3	P to Kt 3	56 Q to Q R 6	K to Kt 2
		57 K to Kt sq	R t. P

White.	Black.
58 Q t. Kt P	K to R 3
59 Q to B 6 ch	R(K 5) to K 3
60 Q to Q B 3	K to Kt 3
61 K to R 2	R to K 6
62 Q to Q B 6 ch	R(K 2) to K 3
63 Q to R 8	P to R 3
64 Q to Kt 8 ch	K to B 3

Drawn game.

[Notes by the Editor.]

(A) This is the only example of the Petroff Defence throughout the Tournament.

(B) A fine move, which gives Black the advantage.

(C) Tehigorin pointed out the following variation as winning for Black:

26	R to K B 4
27 R t. R ch	K t. R
28 Q t. K	R t. R ch
29 Q t. R ch	Q t. Q ch
30 K t. Q	P to Q B 4

The variations from this point are endless, but the advantage of position is always with Black, as he can face the White King, and when the P's moves are exhausted, the unsupported K P in the centre falls. The move adopted by Blackburne leads certainly to a draw.

(D) Both players are masters of the art of doing nothing without incurring danger. This art they exhibit to the close of the game, which might fairly be given up as drawn without more waste of time.

Game 73, played on the 7th of May.

FRENCH GAME.

White.	Black.
B. ENGLISH.	J. H. BLACKBURN.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 P t. P	P t. P
4 K Kt to B 3	K Kt to B 3
5 B to Q 3	B to Q 3
6 Castles	Castles
7 Kt to B 3	Kt to B 3
8 B to K Kt 5	B to K Kt 5
9 B t. Kt (A)	Q t. B
10 Kt t. P (B)	Q to R 3
11 P to K R 3 (C)	Kt t. P (D)
12 B to K 2 (E)	Kt t. Kt ch
13 B t. Kt	B t. P
14 R to K sq	B to K 3
15 P to K Kt 3	Q R to Q sq
16 Q to K 2 (F)	B t. Kt
17 B t. B	B t. P
18 B to K 4	R to Q 7 (I)(G)
19 Q t. R	B to R 7 ch
Resigns.	

[Notes by the Editor.]

(A) A well-known trap, into which Zukertort fell in this position in one of his match games with Potter. Blackburne was well acquainted with this game, but it was apparently not known, or had been forgotten, by Englisch.

(B) Giving Black his hoped-for victory.

(C) Zukertort, in his notes to the game with Potter, points out that 11 Q to Q B is the only move to save the game, by forcing the exchange of Qs, for if 11 Q to R 4, 12 Kt to B 4, K B t. Kt, 13 Q t. B, B t. Kt, 14 P t. B, Q R to Q, 15 P to Q B 3, maintaining the extra P.

(D) Up to this point Black has

had only to play the moves of his model game.

(E) The game is lost in any case. Zukertort here played 12 Kt to K 7 ch, K to R (!), 13 Kt t. Kt, B t. Q. 12 B t. P ch seems best,

but is bad enough, Q t. B, 13 Q t. Kt, B t. Kt, with a winning game.

(F) White struggles hard under the difficulties of his hopeless position.

(G) Well played, and decisive.

Game 74, played on the 8th of May.

FRENCH GAME.

White.	Black.	White.	Black.
J. H. BLACKBURNE.	DR. NOA.		
1 P to K 4	P to K 3	37 Kt to Kt 2	Kt to Q 2
2 P to Q 4	P to Q 4	38 Q to K 3	Q to B 3
3 Q Kt to B 3	K Kt to B 3	39 Kt to K sq	Kt to Kt 2
4 P t. P	P t. P	40 B to Q 3	Kt to K 3
5 Kt to B 3	B to Q 3	41 Kt to Kt 2	K to Kt 2
6 B to Q 3	P to Q B 3	42 B to B 2	K to B sq
7 Castles	Castles	43 Q to R 6 ch	Q to Kt 2
8 B to K Kt 5	B to K Kt 5	44 Q to Q 2	Kt to B 3
9 P to K R 3	B t. Kt (A)	45 Kt to B 4	Kt to B 2
10 Q t. B	Q Kt to Q 2	46 Kt to Q 3	Kt to K 3
11 Q R to K sq (B)	Q to B 2	47 Kt to K 5	Kt to Kt sq
12 R to K 2	K R to K sq	48 Q to K 3	Q to R 3(?) (E)
13 K R to K sq	R t. R	49 Kt t. P ch	P t. Kt
14 R t. R	R to K sq	50 Q t. Kt	Q to Q 7 ch
15 Kt to Q sq	R t. R	51 Q to K 2	Q t. Q ch
16 Q t. R (C)	B to B 5	52 K t. Q	K to Kt 2
17 B t. B	Q t. B	53 K to K 3	K to B 3
18 P to Q B 3	P to K Kt 3	54 K to B 4	Kt to R 3
19 Kt to K 3	Kt to B sq	55 P to K Kt 4	Kt to B 2
20 P to K Kt 3	Q to Q 3	56 P to Kt 5 ch	K to Kt 2
21 Q to B 3	Kt(Bsq)toQ2	57 B to Q 3	K to R 2
22 Kt to Kt 2	K to Kt 2	58 P to Kt 3	K to Kt 2
23 Kt to B 4	Q to K 2	59 P to B 4	K to R 2
24 K to Kt 2	Kt to B sq	60 P to B 5	K to Kt 2
25 P to K R 4	P to K R 4	61 K to K 3	Kt to Q sq
26 B to B 2	Kt(Bsq)toQ2	62 P to B 4	Resigns.
27 Q to Q 3	Kt to B sq		
28 Q to Q 2	Kt to Kt 5		
29 B to Q sq	Kt to B 3		
30 P to B 3	Kt(Bsq)toQ2		
31 K to B 2	Kt to K Kt sq		
32 B to B 2	Kt(Ktsq)toB3		
33 Kt to Kt 2	Kt to B sq		
34 Q to B 4	P to R 3		
35 Kt to K 3	Kt to K 3		
36 Q to K 5 (D)	K to Kt sq		

This specimen of the French Defence cannot be regarded as replete with incident, its only noteworthy feature being the avidity with which each player seeks every opportunity of changing pieces.

(A) It is not usual to capture the Knight at this point, as it is considered rather to assist the development of White's game. The

exchange, however, does not seem to be attended with any disadvantage in this instance, and appears rather to assist in bringing about the draw so evidently desired.

(B) Kt to Q sq, and from thence to K 3, is the line of play I should have preferred.

(C) The exchange of the two

Rooks on each side may also have arisen from the desire of each player to make sure of the draw.

(D) White gains ground slightly here.

(E) Mr. Blackburne's patience and endurance are at last rewarded. Black by this move loses a P and the game.

Game 75, played on the 10th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
M. TCHIGORIN.	J. H. BLACKBURNES.		
1 P to K B 4 (A)	P to K 3	34 B to Q 5 (!)	R t. B ch
2 P to K 3 (B)	P to Q Kt 3	35 K t. R	Q to K 8 ch
3 K Kt to B 3	B to Kt 2	36 K to Kt 2 (!)	K to R 2
4 P to Q Kt 3	B to K 2	37 R to Q 4	B to B 4
5 B to Kt 2	B to B 3 (C)	38 P to Kt 4	P to B 4
6 Kt to B 3	Kt to K 2	39 P t. B P	Q P t. P
7 B to Q 3 (D)	Kt to Q 4	40 R to R 4 (!)	Q to Q 7
8 Q to K 2 (E)	Kt to B 3	41 R to R 7 ch	K to R 3
9 P to Q R 3	Kt t. Kt	42 B to Kt 7 ch	K to R 2
10 P t. Kt	P to K 4	43 B to Q 5 ch (?)	K to R 3
11 Castles, Q R	Q to K 2	44 B to Kt 7 ch	K to R 2
12 B to B 5	Castles, Q R	45 B to Kt 2 ch (!)	K to R 3
13 K R to K sq	K R to K sq	46 B to B sq ch	P to B 5
14 Q to B 2	P to Kt 3 (F)	47 B t. P ch (L)	Resigns.
15 B to R 3	B to Kt 2 (G)		
16 P to Kt 3 (H)	P to B 4		
17 P to K 4	P t. K P		
18 R t. P	Q to B sq (I)		
19 R to K 2	P t. P		
20 R t. R	Q t. R		
21 P t. P	Q to B sq		
22 Q to Q 2	K to Kt sq		
23 K to Kt sq (J)	P to Q 3		
24 Kt to Kt 5	Q to B 3		
25 Kt t. P (K)	Q to R 5		
26 Kt to Kt 5	B to K R 3		
27 B to K 6	B t. Kt		
28 P t. B	R to K B sq		
29 P to R 3	Kt to K 4		
30 B to B sq (!)	R to B 7		
31 Q to Q 4	B to K 5		
32 R to Q 2	R to B 8		
33 Q to R 4 (!)	P to R 4		

(A) This is the only P to K B 4 opening in the Tournament, with the exception of those played by Bird.

(B) Morphy, in opening, played P to K 3 as second move, and Kt to K B 3 as third. It is supposed to make little difference as to the order in which these moves are made, but regarded with precision Kt to K B 3 (2) and P to K 3 (3) is a shade better, and for reasons which could be easily defined.

(C) I do not like the Bishop here where the Knight should be. There are, doubtless, many occasions where the stereotyped rules may be departed from with advantage,

but this does not appear to me to be one of them.

(D) White unquestionably has already the better opening.

(E) The move now made shows that Mr. Tchigorin can exercise sound judgment and care when necessary, notwithstanding his well-known proclivities for enterprising, dashing, and brilliant play. Here he might have been tempted to reply with Kt t. Kt, and it would only have become a question of position. Black's best play would probably be B t. B at Kt 2. White could retort with R to Q Kt sq. The result would only be an even game, and first player, by a number of tempting but injudicious exchanges, would have lost the slight advantage he undoubtedly had in the opening.

(F) The play for the last five moves strikes me as affording a specimen of very high-class Chess on both sides, and interests me much.

(G) The positions are compact and sound, and the struggle may be regarded as only about to commence. Its continuation may be studied with pleasure, instruction, and advantage.

(H) I am still enthusiastic over this game. Mark how both players are alive to the importance of gaining the slightest advantage at this

critical point, in so prudently retreating their Bishops and advancing their Pawns ready for decisive action.

(I) At first sight it appears that Kt to Q 5 would be advantageous to Black by winning the exchange, but a complicated and critical position (and this is one of them) Mr. Blackburne excels in, and possibly he arrived at the same conclusion which I have done, viz., that R t. K P in reply would yield his opponent for the loss of Rook in exchange for Bishop and Pawn more than an equivalent in position.

(J) The contest on both sides continues to be conducted splendidly. It is scarcely necessary to repeat that Tchigorin's play in this and other encounters prove him to possess the qualifications for the grandest Chess. In the present instance, whilst managing attack and defence capitally, the combatants are at the same time making a judicious arrangement of their forces for a coming and severe battle.

(K) At first examination this appears a risky move on account of Black's reply, Q to R 5. The sequel tends to prove, however, that Tchigorin was justified in his capture.

(L) A hardly-earned and well-deserved victory.

Game 76, played on the 14th of May.

FRENCH GAME.

White.	Black.	White.	Black.
J. MORTIMER.	J. H. BLACKBURNES.		
1 P to K 4	P to K 3	46 K to Q 2	K to K 2
2 P to Q 4	P to Q 4	47 K to B 3	P to R 4
3 Q Kt to B 3	K Kt to B 3	48 B to K 2	P to R 5
4 P t. P (A)	P t. P	49 P to R 4	K to Q sq
5 Kt to B 3	B to Q 3	50 P to Kt 5 (P) (E)	B t. Kt
6 B to Q 3	Castles	51 P t. B	K to B 2
7 Castles	Kt to B 3	52 B to B 3	B to Kt 6
8 P to Q R 3	B to K Kt 5	53 P to Kt 4	B to K 8 ch
9 B to K Kt 5	K to R sq	54 K to Kt 3	K to Q 3
10 B to K 2	Kt to K 2	55 B to Kt 2	B to Q 7
11 K to R sq	P to B 3	56 B to B sq	B to K 6
12 Q to Q 2	Kt to Kt 3	57 K to B 3	B to B 7
13 Kt to K R 4 (B)	B to Q 2	58 B to Kt 2	P to B 4
14 B to Q 3	Kt t. Kt	59 Kt P t. P ch	P t. P
15 B t. Kt	R to K Kt sq	60 P t. P ch	B t. P
16 Kt to K 2	Kt to K 5	61 K to Q 3	K to K 4
17 B t. Q	Kt t. Q	62 B to R sq	K to B 5
18 K R to Q sq	Kt to Kt 6 (C)	63 B t. P	K to Kt 6
19 P t. Kt	Q R t. B	64 K to K 4	K t. P
20 Kt to Kt sq	B to B 2	65 K to B 5	B to K 6
21 P to R 3	Q R to K sq.	66 K to K 4	B to Kt 3
22 R to K sq	P to B 3	67 K to B 5	B to Q sq
23 Kt to B 3	P to K Kt 3	68 P to R 5	K to R 7
24 R t. R	R t. R	69 K to K 4	P to R 6
25 R to K sq	R t. R ch	70 K to B 3	K to Kt 8
26 Kt t. R	B to B 5	71 K to Kt 3	P to R 7
27 B to K 2	B to Q 7	72 K to R 3	P to R 8, Queening ch
28 Kt to Q 3	B to B 4	73 B t. Q	K t. B
29 Kt to B 5	P to Kt 3	74 K to Kt 3	K to Kt 8
30 Kt to R 6	B to B sq	75 K to R 3	K to B 7
31 Kt to Kt 8	B to Kt 2	76 K to R 2	K to B 6
32 B to R 6	B to R sq	77 K to R 3	B t. P
33 B to B 8	B to B 5	78 K to R 2	K t. P
34 Kt to R 6 (D)	B to Q 3	79 K to Kt 2	B to Kt 3
35 P to Q Kt 4	K to Kt 2	80 K to R 2	K to B 6
36 B to Kt 4	B to Kt 2	81 K to R 3	P to Kt 5 ch
37 B to K 2	K to B 2	Resigns.	
38 P to K Kt 3	K to K 3		
39 K to Kt 2	B to K B sq		
40 P to B 4	K to Q 3		
41 K to B 2	B to B sq		
42 P to Kt 4	P to K Kt 4		
43 P t. P	P t. P		
44 K to K 3	K to Q 2		
45 B to Q 3	B to Q 3		

(A) The move of B to K Kt 5, now favoured by Winawer and myself, is, I think, better than P t. P, and it certainly leads to a far more interesting game than the stereotyped form usually adopted.

(B) Mr. Mortimer does not lack enterprise, and seldom fails to impart life and interest into the game. This move is also a very good one.

(C) An ingenious device for doubling a Pawn.

(D) White has now the better game.

(E) White at last makes a faulty move. He afterwards plays injudiciously in allowing Black's King to reach Kt 6, the only move which could secure a win.

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Game 77, played on the 15th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
H. E. BIRD.	J. H. BLACKBURNE.		
1 P to K B 4	P to K 3	36 Q to B 2	P to Q 3 (J)
2 Kt to K B 3	B to K 2	37 Q to B 3	R to K R sq
3 P to K 3	P to Q Kt 3	38 Q to Kt 2	Kt to Q 5 (K)
4 B to K 2	B to Q Kt 2	39 Kt to K Kt 5 (L)	R to K Kt sq
5 Castles	P to Q B 4	40 R to K Kt sq	K to Kt 3
6 P to Q 3	Kt to Q B 3	41 Q to Kt 3	P to K 4
7 Q Kt to Q 2	Q to Q B 2	42 Q to Kt 4	Q to K B 3 (?)
8 Kt to K 4	P to K B 4	43 Kt to K 4 (!)(M)	R t. Q
9 Kt to Kt 3	Castles, Q R	44 Kt t. Q	R t. R ch
10 B to Q 2	Kt to K B 3	45 K t. R	Kt to K 7 ch
11 P to Q R 3 (A)	P to K R 4	46 K to B 2	Kt to B 5
12 P to Q Kt 4	P to K R 5 (B)	47 K to K 3	K to B 2
13 Kt to K R sq	P to K R 6	48 K to K 4	Kt to R 6
14 P to K Kt 3	Q R to K Kt sq	49 K to B 5	P to Q R 5
15 P to Q Kt 5	Kt to Q R 4	50 Kt to Q 5 ch	K to Q 2
16 Kt to K 5 (C)	P to K Kt 4	51 P to Kt 6 (N)	P t. P
17 B to K B 3	P t. P	52 Kt t. P ch	K to B 3
18 K P t. P	B to Q 3	53 Kt t. P	Kt to B 7
19 B t. Kt (D)	P t. B	54 Kt to Kt 2	P to Q 4
20 Kt to B 7 (E)	B t. B P (F)	55 P to K R 4	P to K 5
21 R to B 2 (G)	R to R 2	56 P t. P ch	K t. P
22 Q to K 2	R t. Kt	57 P t. P ch	Kt t. P
23 B t. B ch	Q t. B (H)	58 P to Q R 4	Kt to Q 3 ch
24 R t. B	Q to B 2	59 K to Kt 6	P to B 5
25 Q R to K B sq	Kt to Q 4	60 P to K R 5	P to B 6
26 R to K R 4	P to K B 5	61 Kt to Q sq	P to B 7
27 R t. R P	K R to Kt 2	62 Kt to K 3 ch	K to K 3
28 Q to K B 3	Q to K 4	63 Kt t. P	Kt to B 4
29 P to Q B 4	Q to Q 5 ch	64 Kt to Q 4 ch (!)	Kt t. Kt
30 Kt to B 2	P t. P	65 P to R 6	Kt to B 3
31 R t. P	Kt to K 6	66 P to R 7	Kt to K 4 ch
32 R to K sq (I)	Kt to K B 4	67 K to Kt 7	Resigns.
33 R t. R	Q t. R ch		
34 K to R sq	K to B 2		
35 Kt to K 4	Q to R 3		

(A) This quiet and modest looking move is mostly of the greatest importance, and particu-

larly so in close games; it forms a starting point and basis for White's designs in the present game.

(B) It becomes apparent thus early that each player is bent upon instituting an attack with as little delay as possible.

(C) Kt to Kt 5 would have been good here, not so forcible at first sight, but in reality safer and sounder than the one made in the text of Kt to K 5, which would have effectually foiled Black's contemplated attack, commencing with P to K Kt 4.

(D) Premature. Q to K sq first would be judicious.

(E) Bird played throughout this Tournament at times with a singular lack of judgment, and more than usual impetuosity, utterly forgetting or ignoring the paramount importance of safety. In the present position White's Pawns are obviously so much stronger than Black's that his policy should be to avoid complications and play so as to bring about an end-game, B t. B ch and Q to KB 3 would help to bring about this result.

(F) A very well conceived move, which required to be carefully and accurately answered.

(G) The correct reply.

(H) Both Zukertort and Steinitz, on looking through the game at its conclusion, inclined to think that Blackburne should have taken with the King (I thought so, too), interposing Kt when Q checked at B 3, White's next move of P to Q B 4 would not have been so formidable as at first sight it appeared. For example:

23	K t. B
24 Q to B 3 ch	Kt to Q 4
25 P to Q B 4	Q to K 4
26 Q R to K B sq	B to K 6,

and White loses the exchange without any equivalent in position.

(I) After due consideration White could not see that anything better than a draw by perpetual check would result by venturing with the Q to R 8, unless he determined to sacrifice his Queen and Rook for Black's two Rooks, Knight, and two Pawns. This would have been extremely hazardous, though very tempting. White, it is true, would have had two passed Pawns, but Black would have got his Q R P passed also. Liking his position and prospects, White, prudent for once, did not venture on an ending of this very complicated and doubtful character. It would, however, have been so interesting that I cannot refrain from giving as a variation this probable continuation. Suppose:

32 Q to R 8 ch	K to B 2
33 Q t. R P ch	K to Q sq
34 Q to Kt 8 ch	K to K 2
35 Q t. R	R t. Q
36 R t. E	Kt t. R
37 K t. Kt	Q to R 8 ch
38 K to Kt 2	Q t. R P
39 P to R 4	Q to B 8
40 P to Q Kt 6 (a)	Q to Q Kt 7
41 P to K R 5	K to B 2
42 R to Kt 3	Q t. Kt P
43 P to R 6	Q to Kt 7
44 P to R 7	Q to K R sq
45 Kt to K 4	P to R 5

(a) If P to R 5, K to B 2 appears a good reply. White with the best play could not win.

(J) White had long been anxious to compel Black to advance this Pawn in order to direct his attack on Q B 6. He now promptly takes advantage of the occasion.

(K) A very fine, not to say insidious move, as he threatens Q t. P ch, and also Kt to B 6.

(L) A very potent reply, which effectually demolished Black's chance of a *coup*. He could not afford to take the Kt, for:

39 Q t. Kt
 40 Q t. Q R t. P ch
 41 K t. R Kt to B 6 ch
 42 K to Kt 3 Kt t. Q
 43 K to Kt 4, and should win easily.

(M) Well played: bringing matters at once to an issue.

(N) The finishing stroke.

This game for the last 40 moves engaged nearly the undivided and continuous interest of the large company present. Blackburne played with remarkable ingenuity, and made several very clever attempts to force the game, but Bird was in good form, and played—as he occasionally does—with commendable patience and accuracy.

Game 78, played on the 17th of May.

FRENCH GAME.

White.	Black.
J. H. BLACKBURNE.	J. MASON.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 Kt to Q B 3	Kt to K B 3
4 B to K Kt 5	B to K 2
5 B t. Kt	B t. B
6 Kt to B 3	P to Q R 3
7 Q to Q 2	Kt to B 3
8 Castles	P to Q Kt 4 (A)
9 P t. P	P t. P
10 R to K sq ch	Kt to K 2 (B)
11 B to Q 3	Castles
12 P to K R 4 (C)	P to Q B 3
13 Kt to Kt 5	B t. Kt
14 P t. B	Kt to Kt 3
15 R to R 2	P to K B 4
16 Q R to R sq	Q to Q 3
17 R t. P	B to Q 2
18 P to K Kt 3 (D)	K to B 2
19 Kt to K 2	R to R sq (E)
20 R t. R	R t. R
21 R t. R	Kt t. R (F)
22 Kt to B 4	P to Kt 3
23 Q to K sq	K to Kt 2
24 Q to K 5 ch (G)	Q t. Q
25 P t. Q	K to B 2
26 P to R 4	K to K 2
27 P t. P	R P t. P
28 P to Q B 3	B to K 3
29 K to Q 2	K to Q 2
30 K to K 3	Kt to B 2
31 Kt t. Kt P	Kt t. Kt P
32 Kt to R 4	Kt to K 5
33 Kt to B 3	K to K 2

White.	Black.
34 Kt to Q 4	B to Q 2
35 B t. Kt	Q P t. B
36 P to Q Kt 4 (H)	Resigns.

[The notes are by Mr. Mason.]

(A) Rashly, and at the same time feebly, seeking to attack when defensive measures were alone permissible.

(B) 10 B to K 3 would have been better; to be followed by 11 Castling, in case White answered with 11 Kt t. Kt P.

(C) But in Castling under the circumstances Black perpetuates a blunder of the most fatal description, as the attack now so speedily and successfully organised and carried out by Mr. Blackburne clearly shows.

(D) Preventing Black from occupying Bishop's fifth with Queen, which he had some thoughts of doing after having played his Bishop to Queen's second. But had Black played 17 Q to B 5, then 18 R to R 8 ch, K to B 2, 19 R t. R ch, K t. R, 20 R to R 8 ch, K to K or B 2, 21 Q t. Q, Kt t. Q, 22 B t. B P, and should win without much difficulty.

(E) These exchanges were necessary, as in a move or two more White would have been able to force away Black's Knight from Knight's third, whereupon the power of the doubled Rooks should, and no doubt would, have proved entirely irresistible.

(F) But for his inability to bring this Knight into good and speedy

play Black would have some chance of drawing, even now.

(G) The right move. 24 Q to R sq would have led to nothing, except perhaps the recovery of some of his lost ground for Black.

(H) After this there was nothing for Black but resignation, as the squares at Bishop's fourth and King's fifth were no longer defensible.

Game 79, played on the 28th of May.

IRREGULAR OPENING.

White. J. MASON.	Black. J. H. BLACKBURN.
1 P to Q 4	P to K 3
2 Kt to K B 3	Kt to K B 3
3 B to B 4	P to Q 4
4 P to K 3	B to Q 3 (A)
5 B to Kt 3 (B)	Castles
6 B to Q 3	Kt to K 5 (C)
7 B t. Kt	P t. B
8 K Kt to Q 2	P to K B 4
9 Castles (D)	Kt to B 3
10 B t. B	P t. B
11 Kt to Q B 3	P to Q 4
12 P to B 4	P to Q Kt 3
13 P to Q R 3	B to R 3
14 R to B 2	R to B sq
15 Kt to B sq (E)	Kt to R 4
16 Q to K sq	Q to R 5
17 P to K Kt 3	Q to K 2
18 Kt to Q sq	R to Q B 2 (F)
19 P to Q Kt 4	Kt to B 5
20 P to Q R 4	B to B sq
21 P to B 3	B to Q 2
22 Kt to Q 2	K R to Q B sq
23 R to Kt 2	B to K sq
24 Kt t. Kt	R t. Kt
25 P to K R 3 (G)	K to R sq
26 P to R 5	P to Q Kt 4
27 Q R to R 2	B to Q 2
28 R (R 2) to K B 2	R (B 5) to B 2
29 R to K R 2	R to K Kt sq
30 P to R 4	P to R 4 (H)
31 R to Q B 2	R (Kt) to Q B sq

White. Black.
32 Q to K 2 B to K sq
33 R to K B 2
Drawn game.

[The notes are by Mr. Mason.]

(A) At some time or other in this opening, Black finds it convenient thus to oppose Bishops, so perhaps the sooner he does so the better.

(B) 5 B to K Kt 5 was preferable.

(C) A bold move, and, as things go, a good one.

(D) But this can be in no wise commended, as it is downright bad play. Black's centre Pawns now become very strong, his King's quarters secure from all attack, and whatever disadvantage he laboured under as second player wholly disappears. 9 Kt to B 4 was the obvious and correct move for White, and would have given him a far better game than follows from the move adopted.

(E) White is now on the defensive, pure and simple.

(F) Perhaps 18 . . . B t. Kt was better. At any rate, it soon becomes a prime object with Black

to exchange Bishop for Knight, and a necessity with White to prevent it.

(G) To be able to shut out the Bishop in case he tried to put in an appearance in the neighbourhood.

(H) As long as this square was open to his Bishop, Black had a

chance to win; but, in thus closing it, he at once reduces the position to a draw. With his Bishop blocked in, Black can make no change in the situation except at a sacrifice; and, in like manner, although his Knight is free to enter the opposing lines at various points, White can effect nothing except at a risk too great to be undertaken.

Game 80, played on the 30th of May.

PHILIDOR.

White.	Black.	White.	Black.
J. H. BLACKBURNE.	J. MASON.		
1 P to K 4	P to K 4	34 P t. P	P t. P
2 K Kt to B 3	P to Q 3 (A)	35 R to K Kt sq	P to K Kt 5
3 B to B 4 (B)	B to K 2	36 R t. P	Kt to K 2
4 Castles	K Kt to B 3	37 B to Kt 5	Kt to B sq (J)
5 P to Q 3	Castles	38 R to R 4	K to Kt sq
6 Kt to B 3	Kt to B 3	39 R to R sq	R to R 2
7 Kt to K 2	P to Q R 3	40 R to K Kt sq	K to B 2
8 Kt to Kt 3	Kt to Q R 4	41 B to R 4	R to Kt 2
9 B to Kt 3	Kt t. B	42 R to Q R sq	R to R 2
10 R P t. Kt	P to B 4 (C)	43 R to K R sq	R to Kt 2
11 Q to K 2	Kt to K sq	44 B to B 2	Kt to K 2
12 Kt to Q 2	Kt to B 2	45 B to K 3	Kt to B 3
13 Kt to B 4	Kt to K 3	46 R to R sq	K to K 2 (K)
14 Kt to B 5	P to Q Kt 4 (D)	47 R to K Kt sq	K to B 2
15 Kt to Kt 6 (E)	Q t. Kt	48 R to Kt 6 (L)	R to Kt 3 (M)
16 Kt t. B ch	K to R sq	49 P to Kt 4	R to R 3
17 Q to R 5	Q to Q sq	50 P t. P	P t. P
18 Kt t. B	Q t. Kt	51 B t. P	R to R 7 ch
19 P to K B 4	P to B 3 (F)	52 K to Kt 3	R to R 3
20 P to B 3	Q to K sq	53 K to Kt 2	Kt to Kt sq
21 Q t. Q	K R t. Q	54 R t. R	Kt t. R
22 P to B 5 (G)	Kt to Q sq	55 B to Q 6 (N)	K to B 3
23 B to K 3	Kt to B 3	56 K to Kt 3	P to Kt 3
24 K to B 2	P to Q R 4	57 P t. P	K t. P
25 R to R 2	K to Kt sq	58 P to B 4	P t. P ch
26 K to K 2	K to B 2	59 K t. P	K to Kt 4
27 K to Q 2	R to R 3	60 B t. P	Resigns.
28 P to K Kt 4	P to R 3		
29 P to R 4	K R to Q R sq		
30 K to B 2	P to R 5 (H)		
31 P t. P	R t. P		
32 R t. R	R t. R		
33 P to Kt 5 (I)	R P t. P		

[The notes are by Mr. Mason.]

(A) This once popular defence, the favourite of the great Philidor, is now become nearly obsolete.

Wanting in boldness, it affords little scope for counter-attack, and imposes certain other restrictions, the effects of which remain long after the Opening proper is past and done.

(B) 3 P to Q 4 is generally considered best here, but it is doubtful whether it really possesses any advantage over the text move.

(C) To prevent White playing P to Q 4, but not good all the same.

(D) 14 Kt to Q 5 would be well answered by 15 Kt t. Kt; then, no matter how Black retook, 16 P to B 4 would give White a fine game.

(E) A strange manœuvre. But the exchanges ensuing rather favour Black, in so far as they tend to simplify the position.

(F) If 19 P t. P, 20 B t. P, Kt t. B, 21 R t. Kt, &c.—that Black would have much the worst of it is evident from the merest inspection.

(G) In reply to 22 P t. P, Black

would, of course, play 22 Q P t. P, with, if anything, the better game.

(H) This may have been somewhat premature, but it is not easy to point to anything more satisfactory.

(I) White's attack here is much more serious than might appear, or be supposed, from the nature of the forces remaining on the field.

(J) It will easily be seen how 37 Kt t. P would have lost him a piece.

(K) An error, as presently appears. But the position was an extremely difficult one to defend. 46 K to Kt sq was the correct play.

(L) Now White wins a Pawn, play as his opponent may.

(M) If 48 R to Q 2, 49 B t. P follows, of course.

(N) Black might well have resigned at this point, as, owing to the situation of his Knight, he was virtually a piece to the bad.

Game 81, played on the 29th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
A. B. SKIPWORTH.	J. H. BLACKBURNES.		
1 K Kt to B 3 (A)	P to K 3	12 P to Q R 3	P t. B P
2 P to Q Kt 3	B to K 2	13 B t. B P	B t. B
3 B to Kt 2	B to B 3	14 Kt t. B	P t. P
4 P to Q 4	P to Q 4	15 K R to Q sq (C)	P to K 4
5 P to K 3	Kt to K 2	16 P t. P	P t. P
6 B to Q 3	Castles	17 Q to K 4	R to K sq
7 P to B 3 (B)	P to Q Kt 3	18 B t. P	Kt t. B
8 Q Kt to Q 2	B to R 3	19 Kt t. Kt	Kt to B 4
9 P to B 4	P to Kt 3	20 Q to Kt 4 (D)	Kt t. Kt
10 Castles	P to B 4	21 Kt to K 3	P to K R 4
11 Q to K 2	Q Kt to B 3	22 Q to R 3	Q to B sq
		23 Q t. Q	Q R t. Q

White. 24 Q R to Kt sq 25 K to B sq Resigns.	Black. Kt to K 7 ch Kt to B 6
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(A) Kt to K B 3 as first move for opening player was introduced by Zukertort in his match with Blackburne, and will, of course, continue to receive the attention which every invention emanating from that great master so justly deserves. Frankly, however, though with all diffidence and respect, I regard it as inferior to advancing either of the four centre Pawns,

my main reason being that in beginning with either Knight a maximum of option is allowed to the second player in regard to the management of his Pawns.

(B) In this position I should have commenced an attack on the King's side, commencing with P to K R 4, Kt to Kt 5, &c.

(C) The Queen's Book played here would have been better.

(D) Quite useless. Kt t. Kt was less disastrous, but it is bad enough in any case.

Game 82, played on the 31st of May.

GIUOCO PIANO.

White.	Black.	White.	Black.
J. H. BLACKBURNE.	M. TCHIGORIN.		
1 P to K 4	P to K 4	28 R to B 2	P to B 4 (E)
2 K Kt to B 3	Q Kt to B 3	29 Q to B sq	Q t. Q ch
3 B to B 4	B to B 4	30 Kt t. Q	P to B 5
4 P to Q B 3	Kt to B 3	31 P to K 4	R to Kt 3 ch
5 P to Q 3 (A)	P to Q 3	32 K to R sq	R to Kt 4
6 B to K 3	B to Kt 3 (B)	33 Kt to Q 2	R to B 3 (F)
7 Q Kt to Q 2	B to K 3	34 R to R sq	K to B 2
8 Q to K 2	Q to Q 2 (C)	35 P to Kt 4	K to K 3
9 B to Q Kt 5	P to Q R 3	36 P to Kt 5	K to Q 2
10 B to R 4	B t. B	37 Kt to B 4	K R to Kt 3
11 P t. B	Castles, K R	38 Kt to Kt 6 ch	K to K 3
12 P to Q 4	P to Q Kt 4	39 Kt to Q 5	R to B 3
13 B to B 2	B to Kt 5	40 R to R 7	Kt to Kt 3
14 Castles, K R	Q R to K sq	41 Kt t. R	P t. Kt
15 P to Q R 4 (D)	Kt to K 2	42 P to Kt 6	Kt to K 2
16 R P t. P	R P t. P	43 P to Kt 7	Kt to B 3
17 R to R 5	P to B 3	44 R to R 8	Resigns.
18 K R to R sq	Kt to Kt 3		
19 R to R 7	Q to B sq		
20 P to Q 5	P t. P		
21 Q t. P	B t. Kt		
22 P t. B	P t. P		
23 B t. P	Kt t. B		
24 Kt t. Kt	Kt to R 5		
25 Q to K 2	Q to B 4		
26 R to K B sq	R to K 3		
27 Kt to Kt 3	Q to R 6		

(A) Bird usually plays P to Q Kt 4 at this point, and he adopted it against Englisch, Rosenthal, and Zukertort, getting an excellent game in each case. Winning of the two former, but losing to the champion in the game of 86 moves and 10 hours. No other player has cared to venture on this line of play, and Blackburne discards it.

The form of *début* will, however, receive greater attention than it has hitherto done. In the hands of Zukertort, with his splendid management of passed Pawns, it would, I think, prove very formidable.

(B) Against Bird, Zukertort at once captured the B at K 3. The move in the text, however, of B to Kt 3 is still considered better than taking the B, and had the high authority of Buckle and Lowenthal, both great masters and judges of policy in such positions.

(C) Castling would have been better—in fact, to this move may be traced the subsequent inferiority of Black's position, because, after advancing P to Q Kt 4 at move 12,

the Queen's side is left exceedingly weak.

(D) Well played. Mr. Blackburne takes advantage of the weak point in his opponent's position with his usual skill and judgment.

(E) This move was very unwise, as it enabled White at once to change Queens. Black, by playing R to K Kt 3, would still maintain some attack.

(F) Black has now left his Queen's side entirely unguarded, and White's passed Pawn, supported and backed up by the Knight, must win. P to Q 4 at this point would have been much better play. The two Black Rooks would then have had free action, and by careful play Mr. Tchigorin might have secured a draw.

Game 83, played on the 1st of June.

GIUOCO PIANO.

White.	Black.	White.	Black.
J. H. BLACKBURN.	S. WINAWER.		
1 P to K 4	P to K 4	22 B to Q 2	P to KB4(!)(C)
2 K Kt to B 3	Q Kt to B 3	23 K to R sq	R t. R ch
3 B to B 4	B to B 4	24 R t. R	R to K Kt sq
4 P to B 3	P to Q 3	25 R to Kt 2	P to Q 4(!)
5 Castles	Kt t B 3	26 P t. B P	Q to K 8 ch
6 P to Q 4	P t. P	27 K to R 2	B to B 2 ch
7 P t. P	B to Kt 3		(?) (D)
8 Kt to B 3	B to Kt 5	28 P to B 4	Q t. K Kt
9 B to K 3	Castles	29 R t. R ch(E)	K t. R
10 P to K R 3 (A)	B to K R 4	30 Q t. Q	Kt to B 6 ch
11 P to K Kt 4	B to Kt 3	31 K to Kt 3	Kt t. Q
12 B to K Kt 5	P to K R 3	32 K t. Kt	K B t. P
13 B to R 4	B to R 2	33 P to Kt 3	B to K 4
14 P to Kt 5	P t. P	34 Kt to K 2	K to Kt 2
15 B t. P	Q to Q 2	35 K to Kt 4	P to B 3
16 B t. Kt	P t. B	36 Kt to Kt sq	B to K Kt sq
17 K to R 2	K to R sq	37 Kt to B 3	B to B 6
18 R to K Kt sq	R to K Kt sq	38 Kt to R 4	P to B 4
19 Q to Q 2	Q to K 2	39 Kt to Kt 6	P to B 5
20 Q to R 6 (?) (B)	Kt t. P	40 P t. P	P t. P
21 Kt to K R 4	P to B 3	41 B to K 4	P to Kt 4
		42 Kt to B 4	B to K 4

White.	Black.
43 Kt to K 6 ch	K to R 3
44 K to B 3	B to K B 5
45 B to B 6	B to R 4 ch
46 K to K 3	P to B 6
47 B t. P	P to B 7
48 K to Q 2	B to Q 8
49 B to Q 3	B to K B 6
50 B t. P	B to K Kt 7

Drawn game.

(A) Anderssen against Staunton, 1851, played Q to Q 3 here, submitting to the doubled Pawn in exchange for open King's Knight's file.

(B) This move appears to have been unsound. White could not afford to sacrifice Q P.

(C) A terrible move for White, threatening to capture Knight with Queen, regaining (with a piece to the good) by check at B 6.

(D) Truly remarkable that Winawer failed to follow up his previous fine play. There is here an easy mate in six moves.

27	Kt to B 6 ch
28 Kt t. Kt	R t. R ch
29 K t. R	Q t. P ch
30 K to R sq	Q t. Kt ch
31 K to R 2	Q to B 7 ch
32 K to R sq	Q to Kt 8 mate.

(E) Saving the piece. After this by careful play White is enabled to draw.

Game 84, played on the 2nd of June.

FRENCH GAME.

White.	Black.
S. WINAWER.	J. H. BLACKBURNE.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 Kt to Q B 3	B to Kt 5 (A)
4 P t. P	P t. P
5 B to Q 3	K Kt to B 3
6 P to Q R 3 (B)	B t. Kt
7 P t. B (C)	Castles
8 Kt to K 2	Kt to B 3
9 P to Q B 4	P t. P
10 B t. P	B to B 4
11 Castles	Kt to K 5
12 B to Q 3	R to K sq
13 P to Q B 3	Q to R 5
14 Kt to Kt 3	B to Kt 3
15 B t. Kt	B t. B
16 R to K sq	B to Q 4
17 R to K 3	R t. R
18 B t. R (D)	Kt to R 4
19 Q to R 4	Kt to B 5
20 Q to Q 7	Q to Q sq
21 Q t. Q	R t. Q

White.	Black.
22 B to B 4	P to Q B 3
23 Kt to B 5	R to K sq
24 Kt to K 3	P to B 3
25 Kt t. Kt	B t. Kt
26 B to K 3	K to B 2
27 R to Kt sq	P to Q Kt 4
28 P to R 3	P to Q R 4
29 R to K sq	R to K 3
30 P to B 3	K to K 2
31 K to B 2	P to Kt 4
32 P to K R 4	P to R 3
33 P to Kt 3	K to B 2
34 B to Q 2	R t. R
35 B t. R	P t. P
36 P t. P	P to R 4
37 K to K 3	K to K 3
38 B to Kt 3	

Drawn game.

(A) This move, I believe, is opposed to the theory of the French Opening, where the policy should

be to keep the centre of the position as strong as possible—*vide* games Steinitz *v.* De Vere and Blackburne *v.* Neumann, already referred to.

(B) Exceedingly tame and weak.

Kt to K B 3 at once should have been played.

(C) This loss of time equalises matters.

(D) Another draw impending.

Game 85, played on the 15th of June.

FRENCH GAME.

White.	Black.	White.	Black.
J. H. BLACKBURNE.	S. WINAWER.		
1 P to K 4	P to K 3	39 B to Kt 3	R to Q Kt 8
2 P to Q 4	P to Q 4	40 P to Kt 4	K to Kt 2
3 Q Kt to B 3	B to Q Kt 5 (A)	41 K to Kt 3	R to Kt 8 ch
4 P t. P	P t. P	42 K to R 2	R to Kt 8
5 Kt to B 3	K Kt to B 3	43 B to B 4	R to Q B 8
6 B to Q 3	Castles	44 P to Kt 3	K to B sq
7 Castles	B to Kt 5	45 K to Kt 2	R to K 8
8 Kt to K 2	B t. Kt (B)	46 B to K 2	B to B 4
9 P t. B	Kt to R 4 (C)	47 B to B 4	B to K 2
10 Kt to Kt 3	Kt t. Kt	48 R to Q 7	R to Q R 8
11 R P t. Kt	B t. Q 3	49 R to R 7	R to Q 8
12 K to Kt 2	P to K B 4	50 P t. P	P t. P
13 R to R sq	P to K Kt 3	51 R to R 5	K to K sq
14 P to Q B 4 (!) (D)	P to Q B 4	52 R t. P	R to Q 7 ch
15 P t. B P	B t. B P	53 K to Kt 3	R t. P
16 P t. P	B to Q 3	54 B to Kt 5 ch	K to Q sq
17 B to Q B 4	Kt to Q 2	55 R to Q 5 ch	K to B 2
18 B to K 3	R to Q B sq	56 R to Q 7 ch	K to Kt 3
19 B to Kt 3	P to Kt 3 (P) (E)	57 R t. B	K t. B
20 B to Q 4	Q to Kt 4	58 P to B 5	Resigns.
21 P to B 4 (!) (F)	Q to Q sq		
22 R t. P (!)	Kt to B 3		
23 R t. P	R to K B 2		
24 R t. R	K t. R		
25 Q to K 2	Q to K sq		
26 Q to K 6 ch	Q t. Q		
27 P t. Q ch	K to K 2		
28 R to R sq	P to Q Kt 4		
29 B t. Kt ch	K t. B		
30 R to R 7	R to B 2		
31 R to R 8	P to Kt 5		
32 R to Q 8	B to K 2		
33 R to Q sq	R to B 3		
34 P to B 3	R to Q 3		
35 B to Q 5	R to Q sq		
36 K to B sq	R to K R sq		
37 R to Q 2	R to R 8 ch		
38 K to Kt 2	R to Q B 8		

(A) Bad, as stated in last game, and Mr. Blackburne replies to it with judgment.

(B) Very unwise, one Bishop out of play and the other changed off.

(C) The entire scheme of Winawer is wrong; it was useless playing the Kt here unless it could be followed up with Q to R 5.

(D) Beautifully played.

(E) P to B 5 might have given Black a little show.

(F) Again very effective. Mr. Blackburne's play throughout is very fine.

Game 80, played on the 4th of June.

IRREGULAR OPENING.

White.	Black.
G. H. MACKENZIE.	J. H. BLACKBURNE.
1 P to Q B 4	P to K 3
2 P to K 3	Kt to K B 3
3 Kt to K B 3	P to Q Kt 3
4 P to Q 4	B to Kt 2
5 B to Q 3	P to Q 4 (A)
6 P t. P	P t. P (B)
7 Castles	B to Q 3
8 Kt to B 3	Castles
9 B to Q 2	Q Kt to Q 2 (C)
10 R to B sq	Kt to K 5
11 Kt to Q Kt 5	B to R 3 (D)
12 B to K sq	Q Kt to B 3 (?)
13 Kt t. B (E)	B t. B
14 Kt t. P	R t. Kt
15 Q t. B	Kt to Kt 5 (F)
16 P to K R 3	R t. Kt (?) (G)
17 P t. R	Q to R 5
18 B P t. Kt at Kt 5	Q t. R P
19 Q to K 2	R to K B sq
20 P to K B 3	Kt to K Kt 4
21 P to B 4	Kt to K 5
22 Q to B 3	Q to R 3
23 R t. P	Q to Q 3
24 R to B 2	P to K Kt 4
25 P to B 5	P to K R 4
26 P t. P	K to R 2
27 R to Kt 2	Resigns.

(A) This move appears to me to be injudicious; it has a tendency to enable the opponent to shut out the Q B, which remains, for a time at least, out of play.

(B) Rather than impede the action of the Q B, I would have taken with the Q; in fact, I can see no objection whatever to doing so.

(C) This appears to me objectionable, except upon the supposition that it can be played to K B 3 with advantage to support K Kt at K 5, and this cannot be done in the present case.

(D) Undoubtedly weak. There appears a lack of decision or object in Mr. Blackburne's play quite unaccountable; he has now nothing better than to take the Kt at the next move, which, indeed, in this position, is more valuable than the B; he, however, omits to do so.

(E) The gain of a Pawn by this move is so easy to be seen that it is strange Black did not at once provide for the contingency.

(F) If Black submitted to the exchange of his two Bishops and the loss of a Pawn under the belief that he could get any advantageous attack through having his B file open he laboured under a misconception.

(G) This appears reckless; at a glance it could be seen that there was nothing to be gained by this sacrifice.

Game 87, played on the 5th of June.

SICILIAN.

White.	Black.
J. H. BLACKBURNE.	J. MORTIMER.
1 P to K 4	P to Q B 4
2 Q Kt to B 3	P to K 3
3 Kt to B 3	Q Kt to B 3
4 P to Q 4	P t. P
5 Kt t. P	P to Q R 3 (A)
6 B to K 2	Kt to B 3
7 Castles	B to K 2 (B)
8 Kt t. Kt	Kt P t. Kt
9 P to K 5	Kt to Q 4
10 Kt to K 4	P to K B 4
11 Kt to Q 6 ch (C)	B t. Kt
12 P t. B	Castles
13 P to Q B 4	Kt to B 3
14 P to Q Kt 3	B to Kt 2
15 P to B 5	P to Q R 4
16 R to K sq	B to R 3
17 B to B 3	Q to Kt sq
18 B to Kt 2	Q to Kt 5
19 R to Q B sq	Q to K R 5
20 Q to Q 2	P to Kt 4
21 P to Kt 3	Q to R 3
22 P to K R 4	P to B 5
23 P t. Kt P	Q t. P
24 R to K 5	Q to R 3 (?) (D)
25 K to Kt 2	Kt to Q 4
26 R to K R sq (E)	Q to Kt 3
27 B t. Kt	B P t. B
28 R (R sq) to R 5	P to R 3
29 Q to Q 4 (!)	P t. P
30 R (K 5) to Kt 5 (!)	P t. R
31 Q to R 8 ch	K to B 2
32 R to R 7 ch	K to K sq
33 R to K 7 ch	Resigns.

(A) This move was formerly considered necessary to prevent adverse Kt to Q Kt 5, which was thought very favourable to White, especially after the very fine game won by Morphy from Andersen. It is, however, too slow for modern tactics, and experience has shown it to be no longer essential. The game between Sellman and Bird may be referred to as an illustration.

(B) P to Q 4 should have been played here.

(C) As a rule the effect of this check and establishment of either Knight or Pawn at Q 6 is very advantageous to the player who accomplishes it. It is so in the present instance.

Mr. Gattie secured the only victory obtained from Von Bardeleben, winner of first prize in the Vizayanagaram Tournament, by a game in some respects similar. The moves ran thus :

GATTIE.	BARDELEBEN.
1 P to K 4	P to Q B 4
2 Kt to Q B 3	Kt to Q B 3
3 Kt to K B 3	P to K 3 (a)
4 P to Q 4	P t. P
5 Kt t. P	Kt to K B 3
6 Kt t. Kt	Kt P t. Kt
7 P to K 5	Kt to Q 4
8 Kt to K 4	P to K B 4
9 Kt to Q 6 ch	B t. Kt
10 P t. B	Castles

(a) Bird has adopted P to K Kt 3 and B to K Kt 2 here. See games Blackburne v. Bird and Mackenzie v. Bird.

In the above-mentioned contest Mr. Gattie played in excellent form, and maintained his advantage throughout, winning in 57 moves.

Mr. Mortimer generally imparts life and spirit into the play, and his games are not the least enjoyable in the Tournament.

(D) I was sorry to see Mr. Mortimer misjudge this position, Q to K Kt 3 was so evidently much stronger.

(E) Now the ill effects of Black's 24th move become apparent. White has been enabled to gain time by thus attacking the Queen, securing an easy victory.

Game 88, played on the 7th of June.

GIUOCO PIANO.

White.	Black.	White.	Black.
J. H. BLACKBURNE.	S. ROSENTHAL.		
1 P to K 4	P to K 4	24 K to Kt sq	B to B 5
2 K Kt to B 3	Q Kt to B 3	25 K R to Kt 2	P to K Kt 4
3 B to B 4	B to B 4	26 Q to K 2	P to B 3
4 P to B 3	Kt to B 3	27 Kt to K sq	K to Kt sq
5 P to Q 3	P to Q 3	28 Kt to Q 3	Q to R 5
6 B to K 3	B to Kt 3	29 P to Kt 3	Q to R 4
7 Q Kt to Q 2	Kt to K 2	30 Q to K sq	R to Q B sq
8 Kt to B sq	Kt to Kt 3	31 Kt to Kt 2	R to R 2
9 Q to B 2	P to B 3	32 Kt to B 4	Q to R 3
10 Castles	Q to K 2	33 Q to K 2	
11 Kt to Kt 3	P to K R 3	Drawn game. (C)	
12 P to Q 4	Kt to Kt 5	(A) This is very judiciously	
13 P to K R 3	Kt t. B	played. Black has no alternative :	
14 P t. Kt	B to K 3	he must take the Knight.	
15 Kt to B 5 (I) (A)	B t. Kt	(B) Weak, I think. The Pawns,	
16 P t. B	Kt to B sq	as they stand in the centre, are	
17 P to K 4	Kt to Q 2	well placed. I should have much	
18 P to Q 5 (B)	P to B 4	preferred advancing the Pawns on	
19 B to Kt 5	Castles Q R	either wing, commencing with P to	
20 B t. Kt ch	Q t. B	K Kt 4.	
21 P to K Kt 4	Q R to Kt sq	(C) This strikes me as another	
22 R to R 2	B to Q sq	remarkable game to abandon as	
23 R to Kt sq	B to Kt 4 ch	drawn.	

Game 89, played on the 8th of June.

FRENCH GAME.

White.	Black.	White.	Black.
DR. NOA.	J. H. BLACKBURNE.		
1 P to K 4	P to K 3	13 Q B t. Kt	P t. B
2 P to Q 4	P to Q 4	14 Q to R 6	K R to K sq
3 Q Kt to B 3	K Kt to B 3	15 Kt to K R 4	B to K B sq
4 P t. P	P t. P	16 Q to R 5	B to Kt 2
5 Kt to B 3	Kt to B 3	17 Kt to B 5 (C)	B t. Kt
6 B to Q Kt 5 (?) (A)	B to Q 3	18 B t. B	R to K 2
7 Castles	Castles	19 R t. R	Q t. R
8 B to Kt 5	Kt to K 2	20 Kt to K 2	R to K sq
9 B to Q 3 (B)	Kt to Kt 3	21 B to Q 3	Q to Kt 5
10 R to K sq	P to B 3	22 P to Kt 3	Q to Q 7
11 Q to Q 2	Q to B 2	23 P to K R 4	P to K B 4
12 P to K Kt 3	B to Q 2	24 Q to B 3	Kt to B sq
		25 K to B sq	Kt to K 3

White.	Black.
26 Q to K 3	Q t. Q
27 P t. Q	Kt to B 4
28 R to Q sq	Kt to K 5
29 B t. Kt	B P t. B

Drawn game. (D)

(A) B to Q Kt 5, pinning the Queen's Knight, as here played, is considered bad. It tends to weaken the centre, which should be kept intact and as strong as possible in the French game. Buckle and Morphy both condemned the pinning, preferring the Bishops, as a

rule, in the opening at K 3 and Q 3. In practice I find two notable games recorded where B was played to Q Kt 5 as stated. Blackburne adopted it against Neumann, and De Vere against Steinitz, but the attack in both instances was unsuccessful.

(B) White has thus taken two moves to reach Q 3, instead of one.

(C) B to B 5 would have been infinitely better.

(D) The game was abandoned as drawn with needless precipitation.

Game 90, played on the 9th of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. H. BLACKBURNE.	DR. NOA.		
1 QKt to B3(?) (A)	P to Q 4 (B)	28 R to B 4	Q R to B 2
2 P to K 3	Q Kt to B 3	29 B to B 3	R to R 2
	(?) (C)	30 P to K Kt 3	Q to R 4
3 Kt to B 3	P to K 4	31 Q to Kt 2	R t. Kt (?)
4 B to Kt 5	B to K Kt 5(?)	32 R t. R	B to Kt 4
5 P to K R 3	B t. Kt (?)	33 P to Q 5 ch dis.	K to Kt sq
6 Q t. B	Kt to B 3	34 B to Q 4	Q to R 3
7 P to Q 4	P to K 5	35 R t. B ch	Q t. R
8 Q to K 2	B to Kt 5(?)	36 P t. P	Kt t. P
9 Castles	Castles	37 P to B 7 (!)	Resigna. (F)
10 B t. Kt	P t. B		
11 Kt to Q sq	Kt to Q 2		
12 P to Q B 4	B to K 2		
13 Kt to B 3	Kt to Kt 3 (?)		
14 P to B 5	Kt to Q 2		
15 Q to R 6 (D)	P to B 4		
16 Q t. B P	R to B3(?) (E)		
17 Q t. P ch	K to R sq		
18 P to B 3	P to B 3		
19 Q to B 4	P t. P		
20 R t. P	Q to K sq		
21 B to Q 2	Q to R 4		
22 Q R to K B sq	Q R to K B sq		
23 Kt to K 2	P to Kt 4		
24 Kt to Kt 3	Q to Kt 3		
25 Q to B 2	P to K R 4		
26 Kt t. B P	P to Kt 5		
27 P t. P	P t. P		

(A) Inferior, as first move for opening player, to Kt to K B 3 as introduced by Zukertort.

(B) I consider this a very good, if not really the best, reply.

(C) Black should play P to K 4 here, and if White replied with P to Q 4, then P to K 5 would be desirable. (a)

[(a) Kt to K B 3 seems to me most in accordance with the spirit of this close opening, in which it is bad to play out the Q Kt till the P has been played to Q B 4, and this constitutes the weakness of Mr. Blackburne's attempt at originality in his first move.—EDITOR.]

(D) The game is practically over already. Q B P must fall, and this loss, combined with Dr. Noa's otherwise weak opening, renders his chance hopeless.

(E) Contrast Dr. Noa's play in

this game with his cautious and prolonged resistance in many others. Truly Mr. Blackburne had more than his usual good fortune here.

(F) If R t. P there is mate in 4.

Game 91, played on the 12th of June.

FRENCH GAME.

White.	Black.
A. SELLMAN.	J. H. BLACKBURNE.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 P t. P	P t. P
4 K Kt to B 3	K Kt to B 3
5 B to Q 3	B to Q 3
6 Castles	Castles
7 Kt to B 3	Kt to B 3
8 B to K Kt 5	B to K Kt 5
9 B to K 2 (A)	R to K sq
10 Kt t. P	B t. P ch
11 K t. B	Q t. Kt
12 B t. Kt	P t. B
13 P to B 3	Q to R 4 ch
14 K to Kt sq	P to B 4
15 Q to Q 2 (B)	R to K 3
16 B to Q sq	R to Kt 3
17 Q to B 4	R to K sq
18 Q to R 2 (!) (C)	Q t. Q ch
19 K t. Q (D)	Kt to Q sq
20 Kt to K 5	R to R 3 ch
21 K to Kt sq (?) (E)	B t. B
22 K R t. B	Kt to K 3
23 R to K sq	Kt to Kt 4
24 Kt to Q 3	R to K 5
25 P to B 3	Q R to R 5
26 R to K 8 ch	K to Kt 2
27 Q R to K sq	R to R 8 ch
28 K to B 2	R t. R
29 Kt t. R	R to Q 3
30 R to K 5 (F)	K to B 3
31 Kt to Q 3	Kt to K 3
32 P to K B 4	P to Kt 3
33 P to Q Kt 4	P to B 3
34 P to R 4 (G)	Kt to B 2
35 K to K 3	Kt to Q 4 ch
36 K to Q 2	R to Q sq

White.	Black.
37 P to B 4 (P) (H)	Kt t. B P
38 Kt t. Kt	R t. P ch
39 K to K 3	K t. R
40 Kt to Q 3 ch	R t. Kt ch
Resigns.	

[As in the first game between Englisch and Blackburne, the first eight moves are identical.]

(A) Correctly played. Sellman avoids the trap which Englisch fell into in a similar position, and gets a slightly superior position.

(B) Mr. Sellman has played with commendable care and judgment against his very experienced and skilful opponent, and I feel satisfied that when in good health and form his play is much stronger than his score in this Tournament would seem to indicate.

(C) Well played.

(D) Kt t. Q I should have thought preferable.

(E) Surely King could have been safely and advantageously played to Kt 3.

(F) White has an advantage in position now, but whether sufficient to win against the best play is doubtful.

(G) White should now have played:

34 K to B 3	Kt to Q B 2	vantage owing to Black's weak Q B P.
35 P to K Kt 4	P t. P	
36 K t. P	Kt to Q 4	(H) An unfortunate slip which placed another victory, altogether unexpected, in Blackburne's hands.
37 R to B 5 ch	K to Kt 2 or K 2	
38 Kt to K 5, with a manifest ad-		

Game 92, played on the 14th of June.

SICILIAN.

White.	Black.	White.	Black.
J. H. BLACKBURNE.	H. E. BIRD.		
1 P to K 4	P to Q B 4	39 R to Q Kt sq	P to K Kt 4
2 Q Kt to B 3	Q Kt to B 3	40 Q R to Q Kt 3	R to R 5
3 Kt to B 3	P to K Kt 3 (A)	41 P to R 4	Q R to K R sq
4 P to Q 4	P t. P	42 P to R 5	Q to Q 2 (!)
5 Kt t. P	B to Kt 2	43 Q to B sq	R to B 5 (?) (F)
6 B to K 3	Kt to B 3	44 R to K B 3	R t. R
7 B to K 2	Castles	45 Q t. R	P to Kt 5
8 Q to Q 2	P to Q 3	46 Q to K 4	P to B 4 (G)
9 R to Q sq	B to Q 2	47 Q to K 3	P to B 5
10 Castles	Kt t. Kt	48 Q t. Kt P	Q to B 4
11 B t. Kt	B to B 3	49 Q to Kt 7 ch	K to R 3
12 P to B 3	P to Q R 3	50 B to K 4	Q to B 3
13 Q to K 3	Q to R 4	51 Q to Q 7	P t. P
14 P to Q R 3	Q to R 4 (B)	52 P t. P	P to B 6
15 B t. Kt	B t. B	53 Q to B 5	Q t. Q
16 Kt to Q 5	Q to K 4	54 B t. Q	R to K B sq
17 P to B 3	B t. Kt	55 B to K 4	B to B 6
18 R t. B	Q to K 3	56 P to Kt 5	P t. P
19 K R to Q sq	Q to B sq	57 P to R 6	P to B 7
20 P to K B 4	P to K 3 (!) (C)	58 K to Kt 2	B to Q 5
21 Q R to Q 3	B to K 2	59 P t. P	R to K sq
22 K to R sq	Q to B 2	60 P to R 7	R to Kt sq ch (H)
23 P to B 5	K P t. P	61 K to B 3	B t. P
24 P t. P	K R to K sq	62 B to Q 3	B to Kt 3
25 P t. P	R P t. P	63 B to B sq	R to B sq ch
26 B to B 3	B to B 3	64 K to Kt 2	K to Kt 4
27 Q to B 2	B to K 4 (D)	65 R to Kt 3	R to B 5
28 B to Q 5	K to Kt 2	66 R to Kt 3 ch	K to B 3
29 R to B 3	P to B 3	67 R to K B 3	K to K 4
30 R to K B sq	R to K B sq	68 R t. R	K t. R
31 P to R 3	Q R to K sq	69 P to R 4	K to Kt 5
32 P to B 4	P to Kt 3 (E)	70 P to R 5	K t. P
33 R to Q Kt 3	R to Q Kt sq	71 K to B 3	K to Kt 4
34 Q to Q 2	Q to B 4	72 K to K 4	K to B 3
35 R to Q 3	R to K R sq	73 K to Q 5	K to K 2
36 P to Q Kt 4	Q to B 2	74 B to R 3	B to B 4
37 Q R to K B 3	Q to K 2	75 K to B 6	K to B 3
38 Q to K 2	Q R to K B sq	76 K to Q 5	

Drawn game.

(A) This move, though unsound, appears, when well followed up, to lead to an excellent defence.

(B) Though apparently dangerous this was in reality a well-considered and judicious move. White would get an inferior game by playing P to K B 4 on account of Black's reply of Kt to Kt 5.

(C) Black gets the better game from this timely move. White obviously would lose the exchange if he took Q P.

(D) A capital position for the Black Bishop both for attack and defence.

(E) It was now necessary to prepare for White's contemplated attack on Queen's Knight's file.

(F) By this move Black throws away his hardly-earned advantage. I can see no satisfactory reply to P to K Kt 5. For example:

43 P to Kt 5
44 P t. Q Kt P (a) P to Kt 6

45 P to Q Kt 7 R t. R P ch
46 P t. R R t. R P ch
47 K to Kt sq B to Q 5 ch
48 K to Kt 2 Q to K Kt 5
49 Q to K B 3 R to R 7, and wins.

The position stood thus:—

White: K at K R sq; Q at K B sq; R at Q Kt sq; R at Q Kt 3; B at Q 5. Pawns at K R 3, K Kt 2, Q B 4, Q Kt 4, Q R 5.

Black: K at K Kt 2; Q at Q 2; R at K R sq; R at K R 5; B at K 4. Pawns at K B 3, K Kt 4, Q 3, Q Kt 3, Q R 3.

(a) If White play 44 B to K 4 then Black plays R from R to R sq.

(G) Even now Black by making the very simple move of P t. P must have won.

(H) If 60 P to Q 4 White queens, and it would still be drawn.

Game 93, played on the 16th of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
H. E. BIRD.	J. H. BLACKBURN.		
1 P to K B 4 (A)	P to K 3	17 R to Kt 3	P to B 4
2 K Kt to B 3	P to Q Kt 3	18 P t. P c.p. (F)	R t. P
3 P to K 3	B to Kt 2	19 Q to Kt 3	Q R to B sq
4 Kt to B 3 (B)	P to Q 4	20 R to K sq	R to B 7 (G)
5 P to Q 4	K Kt to B 3	21 Q to Q sq	P t. P
6 P to Q R 3	B to K 2	22 B P t. P	B to Q 4
7 B to Q 3	Q Kt to Q 2	23 B to Q Kt 4	Q R to B 2
8 Castles	Kt to K 5 (C)	24 B to R 6 (?) (H)	P to Q Kt 4 (!)
9 Kt to K 5 (D)	Castles	25 Q to R 5 (?) (I)	B to Q B 5 (!) (J)
10 Q Kt t. Kt	P t. Kt	26 P to R 3 (?) (K)	Q to B 2
11 B to K 2	Kt t. Kt	27 K to R 2 (?) (L)	K R to B 4 (!)
12 B P t. Kt	R to B sq		(M)
13 P to B 3	Q to Q 2 (E)	28 Q t. B	Q t. R ch
14 B to Q 2	P to Q B 4	29 K t. Q	P t. Q
15 R to B 4	B to Kt 4	30 B to Q 6	R to Kt 4 ch
16 R to Kt 4	B to K R 3	31 K to R 4	R t. P
		32 P to Kt 3	B to K 7

White.	Black.
33 R to Q B sq	R to B 4
34 R to B 5	K R to Kt 4
35 R t. R	R t. R
36 P to R 4 (!) (N)	B to Q 6
37 P to R 5	R to B 6
38 B to B 5 (O)	B to B 8
39 B t. R P	B t. P
40 B to Kt 8	R t. P
41 B to Kt 7	B to B 4 (!)
42 B to Kt 3	R t. P
43 P to Q 5 (!)	R to R 6
44 P to Q 6	K to B 2
45 P to R 6 (P)	P to K 4 (!)
46 B to Q 5 ch	K to K sq
47 B to B 6 ch	B to Q 2
48 B to Kt 7	K to B sq (!)
49 B to Q 5	R t. P
50 Q B t. P	R to R 6
51 B to K Kt 3	R to Q B 6
Resigns.	

(A) It appears worthy of remark that neither Steinitz, Zukertort, nor Blackburne ever open with P to K B 4; the first-named has, in fact, openly expressed his disapproval of it. On the other hand, Anderssen approved it, and Morphy played it many times, especially against Harrwitz. At Vienna, in 1873, Anderssen, Paulsen, and Rosenthal, playing in consultation against Steinitz, Blackburne, and Bird, also commenced with P to K B 4, and were successful. I adopt it against Blackburne because he never ventures on an open game with me, P to K 3 (commonly called the French), which leads to the most monotonous and dullest of all games, being his invariable reply. In the present Tournament I am the only player except Tchigorin (once) who has started with P to K B 4, and I have found no reason to modify the opinion which I have always held in its favour. Another most important consideration is that it invariably leads to highly-interesting games. Steinitz, at Vienna last year, when the first prize depended

on the result, opened with P to Q 4 against Bird, who replied with P to K B 4 as second player, and not only maintained his ground through the Opening, but obtained a winning position in the middle game.

(B) 4 P to Q Kt 3, 5 B to Q Kt 2, 6 Kt to Q R 3, 7 P to Q B 4, and 8 Q to B 2, is a continuation I like, and have frequently selected; recently, however, I have tried Kt to Q B 3, as in the present case, and have found it to lead to a forward game well suited to me.

(C) The question as to the policy of planting Kt at K 5, and the right moment at which to do it, is of vital importance in this form of Opening. It often determines in a particular degree the character the game will assume subsequently. In this instance I think that Mr. Blackburne played injudiciously in placing it on the square indicated, as he could not support it with his Q Kt at K B 3 without submitting to the check of adverse B at Kt 5, which would seriously disorganise his game.

(D) White played correctly in selecting K 5 for his Kt at once, and appears to have obtained a superiority in position.

(E) To prevent White Q going to R 4, and at the same time freeing his game by getting Rooks into communication.

(F) Q to Q Kt 3 would, I think, have been a sound and forcible move at this juncture, keeping an attack on Black's isolated K P, which is weak. If he played B to Q 4 in reply, then P to Q B 4 would still further have improved White's game.

(G) This move should have involved Black in difficulties. The Rook could accomplish nothing, and sooner or later should be compelled to retire at a disadvantage.

(H) White's object was to prevent Black disturbing his B at Q Kt 4 by playing P to Q R 4. Q to Q B sq was necessary first, and would, moreover, have been a very potent move.

(I) This is pursuing the attack prematurely; it certainly was desirable to play P to Q Kt 3 to prevent adverse Bishop reaching B 5, and also for the purpose of keeping possession of the valuable Q B file.

(J) A most important move, which alters the entire aspect of the game. White should certainly have taken the precautions suggested in last two notes to have prevented it.

(K) Ill-considered and unfortunate for White. P to K R 4 would have been infinitely better.

(L) Again bad; it is difficult to understand why White omitted to make the obvious move of Q to K

5, which would force the exchange of Queens, and leave only an even game.

(M) This compels White to lose the exchange.

(N) White fights well to retrieve the troubles caused by his careless 25th move.

(O) This part of the game is very pretty, and, indeed, extremely critical.

(P) 45 P to Q 7 would be of no avail, for:

45 P to Q 7 K to K 2
46 B to B 6 P to K 4 (!)
This last move is Black's saving clause.

NOTE.—The result of the play between Bird and Blackburne was one each and a draw. Had the former won his second game, which he should have done at move 43, it would have materially altered the relative positions of prize-winners.

Game 94, played on the 18th of June.

GIUOCO PIANO.

White.	Black.	White.	Black.
J. H. BLACKBURNE.	B. ENGLISH.		
1 P to K 4	P to K 4	21 P to B 3	Q to Kt 3
2 K Kt to B 3	Q Kt to B 3	22 Q to K B 2	P to Kt 5
3 B to B 4	B to B 4	23 P to Q B 4	P to B 5
4 P to B 3	Kt to B 3	24 Kt to K 4	Kt to Q 5
5 P to Q 3	P to Q 3	25 Q R to Kt sq	B to B 4
6 Q Kt to Q 2	Castles	26 K to R sq	P to Kt 3
7 Kt to B sq	P to Q 4	27 R to Kt 2	P to B 4
8 P t. P	Kt t. P	28 Q to K sq	R to Q 2
9 Kt to Kt 3	K to R sq	29 Q R to Q 2	P to R 3
10 Castles	P to B 3	30 Q to B 2	Q to R 4
11 Kt to R 4	B to K 3	31 R to Kt 2	R to K B sq
12 K Kt to B 5	Q to Q 2	32 P to K R 3	Q R to Q sq
13 B t. Kt (A)	Q t. B	33 Kt to R 2	Kt to B 3
14 B to K 3	B to Kt 3	34 Q R to Q 2	R to K B 2
15 B t. B	R P t. B	35 K to Kt sq	Q to Kt 3
16 Kt to K 3	Q to Q 2	36 K to B sq	K to Kt sq
17 Q to B 2	K R to Q sq (B)	37 K to K sq	R to R sq
18 K R to Q sq	P to B 4	38 Kt to B sq	K R to R 2
19 K Kt to B sq	Q to B 2 (C)	39 R to Kt 2	B to Q 2
20 P to Kt 3	P to Q Kt 4	40 K R to Q 2	Kt to Q 5
		41 Kt to R 2	

Drawn game. (D)

(A) Q to K B 3 appears to me stronger than taking the Knight. By the move made Blackburne leaves his Q P weak.

(B) P to K B 4 looks tempting, but is not nearly so strong as the move in the text.

(C) This move is very serviceable to Black, as it compels White to play P to Q Kt 3, leaving his R P liable to attack, as it cannot now be advanced.

(D) When the game was abandoned as drawn it will be observed that 26 pieces remained on the board, the forces being exactly even with the exception of the small percentage of extra advantage commonly (but we believe erroneously) supposed to attach to a Bishop above a Knight. White has lost his two Bishops and one Pawn, and Black has lost a Bishop, Knight, and Pawn, making in all six pieces removed from the board. Looking

at the nature and interest of the position, it may well be asked, Is this a satisfactory draw? We consider not, our objection being to the principle. It is unnecessary to go very fully into the merits of the game. From this point of view, however, we contend that Black had a sufficient advantage in position to justify a demand that the game should be continued. To pass and say nothing of White's constrained position, his Queen's Pawn alone should, I think, entail the loss of the game to him, admitting the best play on both sides. In future Tournaments a rule as follows would, we believe, be salutary:—That, at the request of one or more players interested in the competition, the Committee of Play may require, or express an opinion, that any particular game to which attention has been called should be proceeded with.

Game 95, played on the 20th of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
B. ENGLISH.	J. H. BLACKBURN.		
1 P to Q 4	P to K 3	21 Q to B 3	Q t. Q
2 P to Q B 4	K Kt to B 3	22 R t. Q	P to B 4
3 Q Kt to B 3	B to Q Kt 5 (A)	23 B to B 3	P t. P
4 B to Q 2	Castles	24 B t. P	B t. P (C)
5 K Kt to B 3	P to Q Kt 3	25 R t. B	R t. R
6 P to K 3	B to Kt 2	26 B t. Q Kt P	P t. B
7 B to K 2	P to Q 4	27 P t. R	R to Q 7
8 Castles	Q Kt to Q 2	28 P to Q Kt 3	K to B 2
9 Kt t. P	Kt t. Kt	29 P to Q R 3	K to B 3
10 P t. Kt	B to Q 3	30 P to Q Kt 4	P to Q Kt 4
11 P t. P	P t. P	31 R to K sq	R to Q 6
12 Kt to K sq	Kt to B 3	32 R to K 5	R t. P
13 P to B 3	Kt to Kt 5 (B)	33 R t. P	R to R 7
14 P to B 4	Kt to B 3	34 P to R 3	R to Kt 7
15 Kt to Q 3	Kt to K 5	35 K to R 2	R to Kt 6
16 B to K B 3	Q to K sq	36 P to R 4	P to Kt 3
17 B to K sq	Q to Kt 3	37 P to Kt 3	R to Kt 7 ch
18 Kt to B 2	Q R to Q sq	38 K to R 3	P to R 4
19 Kt t. Kt	B t. Kt	39 R to Kt 7	K to B 4
20 B t. B	Q t. B	40 R to B 7 ch	K to K 5
		41 R to B 6	K to B 6 (!)

White. Black.
42 R t. K P R to Kt 8 (I)
Drawn game. (D)

(A) I do not like to allow the Queen's Knight to be pinned in these close games, and therefore prefer playing P to Q R 3 to guard against that contingency.

(B) Highly ingenious: if P t. Kt, Q to R 5 would give Black a winning position.

(C) This is lively and pretty, though evidently leading up to one of Englisch's favourite draws.

(D) White must play K to R 2, and submit to the perpetual check.

Game 96, played on the 21st of June.

GIUOCO PIANO.

White.	Black.
J. H. BLACKBURNE.	B. ENGLISH.
1 P to K 4	P to K 4
2 K Kt to B 3	Q Kt to B 3
3 B to B 4	B to B 4
4 P to B 3	Kt to B 3
5 P to Q 3	P to Q 3
6 B to K 3	B to Kt 3
7 Q Kt to Q 2	Castles
8 Q to K 2 (A)	P to Q 4 (B)
9 B to Kt 3	P to K R 3
10 Kt to B sq	B to K 3
11 Kt to Kt 3	R to K sq
12 Castles K R	Q to Q 3
13 K Kt to R 4	Kt to K 2
14 K R to K sq (C)	B to Kt 5
15 P to B 3	B to K 3
16 Q R to Q sq	P to Q 5
17 B t. B (D)	P t. B
18 P t. P	B t. P
19 Kt to B sq (E)	P to K Kt 4
20 Q to K B 2	P t. Kt
21 Q t. P	R t. B ch
22 Kt t. B	K to Kt 2
23 P to Q 4	Kt to Kt 3
24 Q to B 2	P t. P
25 R t. P	Q to B sq
26 P to B 4	Q R to Q sq
27 R to B 4	R to Q 2
28 P to K 5	Kt to Kt sq
29 P to B 5	P t. P
30 Kt t. P ch	K to R sq
31 P to K 6	R to Q 4
32 P to K Kt 4	P to B 4
33 Q R to K 4	Kt(Kt 3) to K 2
34 R to B 4	Kt t. Kt
35 P t. Kt	Q to B 3
36 K to R sq	Kt to K 2

White.	Black.
37 R to K Kt sq	R t. P
38 R t. R	Q t. R
39 Q to K 3	Q to Q 4 ch
40 R to Kt 2	Kt to B 4
41 Q to B 3 ch	K to R 2
42 Q to B 6	R to K Kt sq
43 Q to B 7 ch	R to Kt 2
Resigns.	

(A) This move appears to me singularly slow and unmeaning, and, in a measure, to account for White's subsequent embarrassed game.

(B) Although second player, Black has thus early an appreciable advantage in position.

(C) I cannot see the object of this move—in fact, it appears quite incomprehensible.

(D) Resulting in the loss of a piece. Apart, however, from this, taking B with B when standing at K 3 is not usually favoured by great players, and certainly not by Mr. Blackburne himself.

(E) This, again, is quite unintelligible—in fact, Mr. Blackburne's play throughout appears unaccountable, and not at all in his well-known style. B t. B and P to K B 4 would have afforded some attack, but moving the R from B sq where he is useful to K sq appears at once to abandon all intention of attempting to take any initiative.

SECTION IV.

TCHIGORIN'S GAMES.



THE NOTES TO THIS SECTION, WHERE NOT OTHERWISE SPECIFIED,
ARE BY THE REV. W. WAYTE.

TCHIGORIN'S GAMES.

Game 97, played on the 27th of April.

SICILIAN.

White.	Black.	White.	Black.
DR. NOA.	M. TCHIGORIN.		
1 P to K 4	P to Q B 4	38 R t. Kt	Q t. R
2 Kt to K B 3	Kt to Q B 3	39 B to B 6	B to Q 3
3 Kt to B 3	P to K 3	40 Q t. Q	P t. Q
4 P to Q 4	P t. P	41 K to Kt 2	P to B 4
5 Kt t. P	Kt to B 3	42 P to K R 4	K to B 2
6 B to K Kt 5 (A)	Q to Kt 3	43 B to Kt 5	K to B 3
7 Kt to Kt 3	B to K 2	44 P to R 5	K to Kt 4
8 B to Q 3	Kt to K 4	45 P to R 6 (J)	B to B sq
9 Castles	P to K R 4 (B)	46 P to R 7	B to Kt 2
10 B to K 3	Q to B 2	47 P to Kt 4	P to B 5
11 P to B 4	Kt fr. K 4 to Kt 5	48 P to B 4	P t. P
12 Q to B 3	P to K Kt 4	49 B t. P	K to B 4
13 P to K R 3	Kt t. B	50 K to B 3	P to K 4
14 Q t. Kt	P to Kt 5	51 B to Q 3 ch	K to Kt 4
15 P to K 5	Kt to Kt sq	52 B to K 4	K to R 5
16 Kt to Kt 5	Q to Kt sq	53 K to Kt 2	K to Kt 5
17 Q to Q 4	Kt to R 3	54 B to B 6	K to B 4
18 Kt to Q 6 ch	K to B sq	55 K to B 3	P to Kt 7 (K)
19 Kt to Q B 5 (C)	Q to B 2 (D)	56 B to K 4 ch (!)	K to K 3
20 P to B 5 (E)	P to Kt 3	57 K t. P	P to R 4
21 Kt fr. B 5 to K 4	P t. R P	58 P t. P	P t. P
22 P t. R P	B to Kt 2	59 P to R 4	
23 Kt t. B	R to Kt sq ch		
24 K to R 2	Q t. Kt		
25 R to K Kt sq (F)	R t. R		
26 Q t. R	Kt t. P		
27 Kt to Kt 5	P to B 3 (G)		
28 B to K 4	Q to B 2 (!)		
29 B t. R	Q t. K P ch (!)		
30 K to R sq (H)	Kt to Kt 6 ch		
31 K to Kt 2	Q t. Kt		
32 K to B 3	P to R 5		
33 Q to K 3	Q to R 4 ch		
34 K to Kt 2	Q to Kt 3		
35 Q to Q 3	Kt to B 4 ch		
36 K to R sq	P to Q 4		
37 R to K Kt sq (I)	Kt to Kt 6 ch		

Drawn game.

(A) This strikes us as a novelty, but not as an improvement. The old-established move here is 6 K Kt to Kt 5; two other modes of attack have recently come into vogue—6 B to K 2, and 6 Kt t. Kt, Kt P t. Kt, 7 P to K 5, Kt to Q 4, 8 Kt to K 4. The latest theory of the Sicilian Game is briefly discussed in the *British Chess Magazine* for April, 1883, p. 126.

(B) The game now becomes lively and interesting. Black aims at planting a thorn in the enemy's side, and does not trouble himself

either to shelter his own King or to get out his Queen's pieces.

(C) Threatening 20 Kt t. B, and 21 Kt t. Q P ch.

(D) An effectual retort.

(E) Dr. Noa plays with much more spirit in this game than in the next, when perhaps he was fatigued with hard work on three successive days. We admire his sureness of tread on the edge of a precipice, still disdaining to lose a move by placing his King in safety.

(F) Was this necessary? The Knight, of course, cannot move, but White might have taken P with P, having the resource of Q t. Q P in answer to B to B 4. He, perhaps, counted on reprisals after 27 Kt to Kt 5; but the game now turns in favour of Black.

(G) By far the best mode of avoiding the mate which White

now threatened by Kt to R 7 ch. The prospects of the unmoved Rook are so remote that exchanging him for a minor piece and two Pawns is putting him to the best use; whereas B t. Kt would give White a strong attack.

(H) If 30 K to Kt 2, Kt to R 5 ch, and 31 P t. Kt, with a still stronger attack.

(I) This and giving back the exchange are his best chances for the draw. Whether Black could have made more of the end-game is difficult to decide: we see no proof that he could.

(J) White plays very ably for the draw. If Black takes P, he evidently loses another in return by B to Q 7.

(K) A last attempt at getting forward the K P. After White's accurate reply the game is clearly drawn.

Game 98, played on the 28th of April.

IRREGULAR OPENING.

White.	Black.	White.	Black.
M. TCHIGORIN.	DR. NOA.		
1 P to K B 4	P to K B 4	19 Q R to K sq	P to K 5 (C)
2 P to K 3	Kt to K B 3	20 Kt to Kt 5	Kt to Q sq
3 Kt to K B 3	Kt to B 3 (A)	21 B to Kt 2	P to R 3
4 P to Q Kt 3	P to K Kt 3	22 Kt to R 3	K to R 2
5 B to Kt 2	B to Kt 2	23 B to R sq	Q to K 2
6 B to Kt 5	Kt to Q Kt sq	24 Kt to Kt 4	Kt to K B 3
7 Kt to R 3	P to Q R 3	25 P to Q 5	Kt to Q 2
8 B to K 2	P to K 3	26 Kt to B 2	B t. B
9 P to B 4	Castles	27 R t. B	Q to Kt 2
10 Castles	Kt to B 3	28 K R to Q sq	R to K Kt sq
11 R to B sq	P to Q 3	29 Q R to B sq	Q to K 2
12 Kt to B 2	R to K sq	30 Kt to Q 4	Kt to B 2
13 P to Q 4	Q to K 2	31 K to R sq	Kt to B 3
14 P to Q R 4	Kt to Q sq (B)	32 Q to B 2	R to Kt 2
15 P to R 5	Kt to B 2	33 R to K Kt sq	B to Q 2
16 Q to K sq	Kt to Q 2	34 Q to K sq	Q R to K Kt sq
17 B to R 3	Q to B 3	35 Q to Kt 4	B to B sq
18 Q to Kt 3	P to K 4	36 Q R to B sq	Kt to Q sq
		37 Q to B 3	R to B sq

White.	Black.
38 P to Kt 3	R fr. B to Kt sq (D)
39 R to Kt 2	B to Q 2
40 P to Q Kt 4	B to B sq
41 B to Q sq	Kt to B 2
42 Kt to K B 2	P to R 4 (E)
43 P to R 4	Kt to K sq
44 Kt to R 3	Kt to B 3
45 B to Kt 3	Kt to K sq
46 R to B sq	R to B sq
47 P to B 5 (F)	P t. P
48 P t. P	Kt to Q sq
49 R to Q 2	R to B 3
50 Q R to Q sq	K to R 3 (G)
51 Kt to K Kt 5	R to B sq
52 Kt fr. Q 4 to K 6	Kt t. Kt (H)
53 P t. Kt	Kt to B 3
54 K to Kt sq	R fr. Kt 2 to Kt sq
55 R to Q 4 (I)	R to K sq (J)
56 P to B 6	P t. P
57 Q t. P	Q to R 6
58 Q to B 3	Q to K 2
59 R to B 4	R to Q sq (K)
60 R t. R	R t. R
61 R t. B P	Resigns.

(A) In utter defiance of the principles of the close game. Compare Black's 6th and 10th moves.

(B) Here, as towards the 30th and 45th moves, Black aims at "doing nothing" until he has a fresh hour for deliberation. But nothing comes of the renewed innings.

(C) Black's last move yielded a momentary prospect of an opening, but timid counsels prevail, and the game relapses into a block.

(D) It is now evident that White intends a breach on Q side. Still, however, Black prefers to await the coming attack as a mere spectator.

(E) Missing his last chance of a counter-attack on the King's side by P to Kt 4.

(F) Owing to his opponent's tactics White has had ample leisure for making his dispositions. He now begins the decisive advance.

(G) As the final position shows, the K would be safer in the corner.

(H) After more than fifty moves and at least six hours' play this is only the second exchange of minor pieces. The game was a trial of patience between the players, and remains one to readers and annotators.

(I) He will not play P to B 6 until he is prepared to follow it up with R to B 4.

(J) 55 P to B 3 may not be satisfactory, but it is his best chance.

(K) 59 R to Kt 2 was no better, on account of 60 Kt to B 7 ch.

Game 99, played on the 1st of May.

TWO KNIGHTS' DEFENCE.

White.	Black.	White.	Black.
H. E. BIRD.	M. TCHIGORIN.		
1 P to K 4	P to K 4	7 Kt to K B 3	P to K 5
2 Kt to K B 3	Kt to Q B 3	8 Q to K 2	Kt t. B
3 B to Q B 4	Kt to K B 3	9 P t. Kt	B to Q B 4
4 Kt to K Kt 5	P to Q 4	10 P to K R 3	Castles
5 P t. P	Kt to Q R 4	11 Kt to K R 2	P to Q Kt 4
6 P to Q 3 (?) (A)	P to K R 3	12 Kt to Q B 3	P t. P
		13 Q t. Q B P	Q to Q 3

White.	Black.
14 Castles	B to Q R 3
15 Kt to Q Kt 5	Q to Q Kt 3
16 P to Q R 4	Kt t. P
17 Q t. P (B)	P to Q B 3
18 Kt to K Kt 4	P to K B 4
19 Q to K 6 ch	K to R 2
20 Kt t. R P (?) (C)	R to B 3
21 Q to K 5	P t. K Kt
22 P to Q B 4	P t. Kt
23 R P t. P	B to Kt 2
24 P t. Kt	B to Q 5
25 Q to K 7 ch	K to R sq
26 B to B 4 (D)	R to K Kt sq
27 P to K Kt 3	R to K Kt 2
28 Q to K 8 ch	K to R 2
29 R to Q R 4	R (B 3) to Kt 3
30 Q to Q Kt 8	Q B t. P (!)
31 R to Q R 6 (E)	R t. P ch
32 B t. R	Q t. Q
Resigns.	

[The notes are by Mr. H. E. Bird.]

(A) This is not the move recommended by the authorities, but should, I think, properly followed up, be quite satisfactory.

(B) An unaccountable error of judgment. Q t. Kt was, of course, the right move. Then probably would have followed:

17 Q t. Kt	P to Q B 3
18 Q t. P	P t. Kt
19 P to Q R 5	Q to B 2
20 B to K B 4, with a Pawn more,	and at least as good a position as Black.

(C) Very badly played. Black could even in reply win Queen by Q R to K sq and R to K 2.

(D) B to K 3 would have been far more forcing, and, in fact, was the only move to prolong the contest.

(E) If Q took Q, then Black could mate in 7 moves thus:

31	R t. P ch
32 B t. R	R t. B ch
33 K to R 2	R to Kt 7 ch
34 K to R sq	R t. P ch
35 K to Kt sq	R to Kt 7 disch
36 K to R sq	R to K 7 dis ch
37 R to B 3	B t. R mates.

Game 100, played on the 3rd of May.

KING'S GAMBIT.

White.	Black.	White.	Black.
M. TCHIGORIN.	A. SELLMAN.		
1 P to K 4	P to K 4	16 R to R 5	P to Kt 4 (?)
2 P to K B 4	P t. P	17 B to Kt 3	Kt to K 3
3 Kt to K B 3	P to K Kt 4	18 Q to K 3	P to R 3
4 B to B 4	B to Kt 2	19 Kt to B 2	Kt to Kt 4
5 P to Q 4	P to Kt 5 (?)	20 B to Q 5	R to Kt sq
6 Kt to Kt sq (A)	Q to R 5 ch	21 Kt to Kt 4	Kt to B 3 (?)
7 K to B sq	Kt to Q B 3	22 Q t. Kt (!)	Kt t. B (B)
8 P to B 3	B to R 3	23 Q t. Kt	B to Kt 2
9 Q Kt to R 3	P to R 3 (?)	24 Kt to B 6	B t. Kt
10 P to K Kt 3	P t. P	25 Q t. B ch	K to B sq
11 K to Kt 2	B t. B	26 K R to B 5	R to R 2
12 Q t. B	P t. P	27 Kt to K 2	R to K sq
13 R t. P	Q to K 2	28 Kt to Kt 3	P to K R 4
14 Q to B 4	P to Q 3	29 P to K 5	P to R 5
15 R to K B sq	Kt to Q sq	30 Kt to R 5	P to R 6 ch
		31 K to Kt 3	R to Q sq

White.	Black.		I.
32 Kt to B 6	R to R 3	23 R t. R ch	K to Q 2
33 R to Kt 5	R to K R sq	24 B to B 6 ch	K to K 3
34 R to B 4	P to R 7	25 P to Q 5 ch	K to K 4 (best)
35 Q R t. P	Q t. Kt (C)	26 Kt to Q 3 ch	K t. P
36 P t. Q	P to Q 4	27 R to K sq ch	K t. Kt
37 R to Kt 8 ch	R t. R	28 R t. Q	
38 R t. R ch	K t. R		II.
39 K t. P	Resigns.	23 R t. R ch	K to Q 2
		24 Kt to B 6	

[Notes by Dr. Zukertort, from the *Chess-Monthly*.]

(A) White may enter here into the Muzio with 6 Castles or 6 B t. P, or proceed with Kt to K 5. The text move is new, but, of course, perfectly safe.

(B) If 22 P t. Q, White has two lines of play, either of which leads to a speedy win :

Our own continuation :

24	Kt t. B (best)
25 P t. Kt	Q to K 5 ch (best)
26 K to Kt 3	Q t. P at Q 4
27 Kt t. R ch	K to K 2
28 R t. B	

(C) There is nothing else to stop the mate threatened with 36 R to Kt 8 ch, &c.

Game 101, played on the 4th of May.

RUY LOPEZ.

White.	Black.	White.	Black.
S. ROSENTHAL.	M. TCHIGORIN.		
1 P to K 4	P to K 4	23 Kt to Q 3	Kt fr. K 2 to Q 4
2 Kt to K B 3	Kt to Q B 3	24 Q to B 3	Kt to Q 2
3 B to Kt 5	Kt to B 3	25 B to Q 2	P to K B 4
4 P to Q 3	P to Q 3	26 B to B 4	K R to K sq (D)
5 P to B 3	B to K 2 (A)	27 Kt to K 5	Kt t. Kt
6 Q Kt to Q 2	Castles	28 B t. Kt ch	K to Kt sq
7 Kt to B sq	B to K 3	29 Q to Kt 3	P to R 3
8 Kt to Kt 3	P to Q R 3	30 R to B 3	K to R 2
9 B to R 4	P to Q Kt 4	31 Q R to K B sq	P to B 3
10 B to Kt 3	Q to Q 2	32 Q to R 4	Q to K 2
11 Castles	K to R sq	33 Q to R 3 (E)	R to K B sq
12 Kt to Kt 5	Kt to K Kt sq	34 Q to Kt 3	Q to K 3
13 P to K B 4 (B)	B t. B	35 P to R 4	R to B 2
14 P t. B	P to B 3	36 Q to B 2	P to K R 4
15 Kt to R 3	P to Q 4	37 Q to Q 2	Kt to Kt 3 (f)
16 B P t. P	Kt t. P (C)	38 Q to Kt 5	Kt to Q 2 (F)
17 P t. P	Q t. P	39 B to B 4	Q to B 3
18 Kt to B 4	Q to B 2	40 Q to R 6 ch	K to Kt sq
19 P to Q 4	Kt to Q 2	41 R to Kt 3 (!)	R to Kt 2
20 Kt to B 5	P to Kt 3	42 R to K sq (!)	Q to B 2
21 Kt t. B	Kt t. Kt	43 R fr. Kt to K 3	R to K R 2
22 P to Q Kt 4	Kt to Kt 3	44 Q to Kt 5	Q to B 3
		45 R to K 6	Q t. Q

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White.	Black.
46 B t. Q	Kt to B sq
47 R t. B P	Q R to R 2
48 R to K 8	K to B 2
49 R to K 5 (G)	K to Kt sq
50 P to Q Kt 3	K R to Q B 2
51 R fr. K to B 5	R t. R
52 R t. R	K to B 2
53 P to Q 5	Kt to Q 2
54 R to K 6	Kt to B sq
55 R to B 6 ch	K to Kt 2
56 P to B 4	P to R 4
57 P t. R P	P t. P
58 P t. P	R t. P
59 R to Q B 6	R to R 2
60 B to K 3	R to Kt 2
61 B to B 5	Kt to Q 2
62 B to Q 4 ch	K to B 2
63 K to B 2 (H)	R to Kt 6
64 R to Q 6	Kt to B sq
65 P to B 5	R to Q 6
66 B to K 3	R to B 6
67 R to Q 8 (I)	P to B 5 (?)
68 B t. P	R t. P (?)
69 R t. Kt ch	Resigns.

(A) 5 P to K Kt 3 and B to Kt 2 is the development now preferred.

(B) The attack is well conceived. White is determined to open the B file for himself only if at all,

and, therefore, avoids taking the Bishop.

(C) 16 P t. P would leave him with an isolated K P. But the text move loses important time.

(D) He should have taken the Bishop, and not allowed it to come in at K 5. If he expected to get the best of the end-game with Knight against Bishop he was greatly mistaken.

(E) Threatening R takes P, and, if the Rook were taken, to mate in three moves.

(F) At his last move Black would have done better to bring Q R into play; and now, of course, the Kt should return to Q 4, to prevent the B supporting the Q.

(G) White has won the Pawn by remarkably fine play, but he now loses time. We should have preferred doubling the Rooks on the Kt.

(H) Again White does not choose the quickest way to win. P to Q 6 would have been good, P to B 5 perhaps still better.

(I) P to B 6 wins easily enough, but Rosenthal prefers setting a trap, into which his opponent falls.

Game 102, played on the 7th of May.

SICILIAN.

White.	Black.	White.	Black.
S. WINAWER.	M. TCHIGORIN.		
1 P to K 4	P to Q B 4	11 P to K 5 (D)	P t. P
2 Kt to K B 3	Kt to Q B 3 (A)	12 P t. P	Q to Q 5 ch
3 B to Kt 5 (B)	P to K 3 (C)	13 B to K 3	Q t. K P
4 B t. Kt	Kt P t. B	14 Kt to K B 3	Q to Q 3
5 Castles	Kt to K 2	15 Kt to B 3	B to B 3
6 P to Q 3	Kt to Kt 3	16 Kt to Q R 4	B to Q 5
7 Q to K 2	B to K 2	17 K to R sq	R to Kt sq
8 Kt to K sq	Castles	18 Q R to Q sq	P to K 4
9 P to K B 4	P to K B 4	19 P to Q Kt 3	B to Q 2
10 P to Q B 4	P to Q 3	20 B to B sq	P to B 5
		21 Kt to K sq	R to B 3

White.	Black.
22 Kt to B 2	Kt to R 5
23 B to R 3 (E)	P to B 6
24 P t. P	B to R 6
25 K R to Kt sq	B t. R
26 R t. B	R to Kt 3
27 B t. P	R t. R ch
28 K t. R	Q to Kt 3 ch
29 K to B 2	Q to Kt 7 ch
30 K to K 3	Q to Kt 4 ch
31 K to B 2	Kt to Kt 7 (!)
32 Q to K 4 (!)	Kt to B 5
33 Kt to K sq (!)	R to Q sq
34 Kt to B 3	R to K sq
35 Kt to K 2 (?)	B to B 4
36 Q t. B P (F)	R to Q B sq
37 Q t. R ch (G)	B t. Q
38 Kt t. Kt	Q t. Kt
39 K to K 2	Q t. R P ch
40 B to B 2	P to K R 4
41 P to Kt 4	P to R 5
42 Kt to B 2	P to R 6
43 Kt to K 3	Q to B 5
44 Kt to Q 5	Q to Kt 4
Resigns.	

(A) 2 P to K 3 is slightly preferable on account of White's reply.

(B) We do not particularly admire this move, but it is at least better now than when White's Kt is already at Q B 3. The *Handbuch* gives only the latter variation, not that in the text.

(C) Kt to Q 5 would not be good now, we think.

(D) An oversight, unless White purposely counted the isolated doubled Pawn as a set-off, but wrong anyhow.

(E) In pursuit of the Pawn White overlooks the loss of the exchange.

(F) This loses right off, but we fail to discover any satisfactory move for him.

(G) If 37 Q moves, Q to R 5 ch wins.

Game 103, played on the 8th of May.

SICILIAN.

White.	Black.	White.	Black.
B. ENGLISH.	M. TCHIGORIN.		
1 P to K 4	P to Q B 4	16 Kt to Q 6	R to K B sq
2 Q Kt to B 3	Kt to Q B 3	17 Kt t. B	R t. Kt
3 Kt to B 3	P to K 3	18 B to B 3	Q to K 2
4 B to K 2 (A)	Kt to K 2 (B)	19 P to K Kt 3 (d)	R to Q B 2
5 P to Q 4	P t. P	20 Q to Q 2	K R to B sq
6 Kt t. P	Kt to Kt 3 (C)	21 P to B 4	Kt to B sq
7 Castles	B to K 2	22 P to Kt 3	Kt to Q sq (e)
8 B to K 3	Castles	23 K R to Q sq	Kt to B 2
9 P to B 4	B to B 4(a)(D)	24 P to Q R 4 (f)	R to Q sq
10 K to R sq	B t. Kt	25 P to R 5	P t. P
11 B t. B	P to B 4 (b)	26 Q t. P	P to Q 3
12 B to B 5	R to B 2 (c)	27 P t. P	R t. Q P
13 P to K 5	P to Kt 3	28 B t. P	R t. R ch
14 B to K 3	B to Kt 2	29 B t. R	P to K 4
15 Kt to Kt 5	R to Kt sq	30 P t. P	Kt t. P
		31 B to Q 4	Kt to B 3

White.	Black.
32 Q to Q 5 ch	K to R sq
33 B to Q B 3	Q to K sq
34 B to K B 3	Q to B sq
35 R to K sq	P to R 3
36 Q to Q 6 (g)	K to R 2
37 B to Q 5	Kt to Kt 3
38 B to K 6	Q to Kt 2
39 B t. P	Kt to K 2 ch
40 B to K 4	Q t. P
41 Q to K 5	Kt to Q 4 (E)
42 B t. Kt ch (h)	K t. B
43 Q to K 4 ch	K to R 4
44 Q to B 5 ch	P to Kt 4
45 Q to R 3 ch	K to Kt 3
46 R to K 6 ch	K to B 2
47 Q to B 5 ch	K to Kt sq
48 R to K 8, mate.	

(A) That this is the right square for the Bishop was first discovered by Zukertort; but the move is generally deferred until after 4 P to Q 4, P t. P, 5 Kt t. P.

(B) 4 Kt to Q 5 is here feasible.

(C) We much prefer 6 P to K Kt 3, and 7 B to Kt 2. Black would then have a good prospect of throwing forward P to Q 4 and clearing his game: compare Mr. Hoffer's note (d) as to the weak point in the defence.

(D) Here, too, we think there is quite as much to be said in favour of P to Q 4 as of P to Q 3.

(E) Had the Kt, which must move to protect the mate, gone to any other square, White after B t. Kt ch and Q to K 4 ch would have got a check at K B 4, winning the R.

[Notes from *The Field*.]

(a) This is a lost move, dividing one into two halves. Better would have been 9 P to Q 3, and if White plays 10 P to B 5, then K Kt to K 4, &c.

(b) The advance of this Pawn is not advisable; but it is difficult now for Black to find a satisfactory defence, as he has already compromised his position. With 11 P to B 4, Black wanted to prevent P to B 5, but he weakens his Q P. We have examined 11 Kt t. B, but it does not seem satisfactory.

(c) This is the only available square for the Rook. If 12 R to B 3, then 13 P to K 5, and 12 R to K sq would involve the loss of a Pawn by 13 P t. P, P t. P, 14 Q to Q 5 ch, and 15 Q t. B P.

(d) Confining the movements of the hostile Queen. This is just a game suited to Englisch's style. He has one object in view—the weak point at Q 2—and never lets go the thread of his combination.

(e) Perhaps it would have been advisable here to bring the Queen into play with 22 Q to Kt 5.

(f) Very well timed. P to R 4 would not have been good so long as the Kt stood at Q sq, because Black could have returned Kt to Q B 3, followed by Q to Kt 5, as indicated in note (e).

(g) Threatening Q takes P ch.

(h) A very elegant finish. In fact, the whole game was played by Englisch with great precision.

Game 104, played on the 11th of May.

EVANS' GAMBIT.

White.	Black.
M. TCHIGORIN.	J. MORTIMER.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to B 4	B to B 4
4 P to Q Kt 4	B t. P
5 P to B 3	B to R 4
6 P to Q 4	P t. P
7 Castles	P t. P
8 Q to Kt 3	Q to B 3
9 P to K 5	Q to Kt 3
10 Kt t. P	K Kt to K 2
11 B to R 3	Q R to Kt sq
	(A)
12 Kt to Q 5 (!)	Kt t. Kt
13 B t. Kt	P to Kt 4 (B)
14 Q R to Q sq (C)	P to Kt 5
15 P to K 6 (D)	B P t. P (E)
16 B t. Kt	Q P t. B
17 Kt to K 5	Q to B 4
18 Kt t. P	Castles (F)
19 Kt to K 7 ch	Resigns.

(A) This was latterly played by Anderssen instead of the more usual 11 Castles. White's reply proves it to be insufficient. The object is to advance the P to Kt 5, and mask the Bishop; but there is no time for such waiting moves.

(B) 13 Kt to Q sq, as played by Mortimer against Zukertort, may be better, but is still not satisfactory.

(C) This should have proved a fatal loss of time; while P to K 6 at once, as played by Dufresne in a game annotated in both the *English Chess Magazine* (*Chess-Monthly*, II. 278, and *British Chess Magazine*, I. 161), yields a winning attack.

(D) Tchigorin's combination was pronounced unsound, as we are informed by several leading players who analysed it; but we have not seen the result of their lucubrations.

(E) He might safely have taken the Bishop, when the following seems the most likely continuation: 15 P t. B, 16 P t. Q P ch, B t. P, 17 Q to K 3 ch, K to B sq (best), 18 B t. Kt (if Q to B 5 ch, then, of course, Q interposes), B t. B, 19 Q to B 5 ch, K to Kt sq, 20 Kt to R 4, B to Kt 3 (!), and White, after winning the exchange by Kt t. Q, will remain with a lost game. If, instead, 20 Q to B 3, then 21 Q t. K B, Q t. Kt, 22 Q t. B P, Q R to K B sq (best), 23 Q t. B, and Black can fight for a draw by P to K R 4 and R to R 3.

(F) Preferring the fire to the frying-pan. The game was, anyhow, lost in a few moves.

Game 105, played on the 14th of May.

FRENCH GAME.

White.	Black.	White.	Black.
M. TCHIGORIN.	J. MASON.		
1 P to K 4	P to K 3	5 Q Kt to K 2	P to Q B 4
2 P to Q 4	P to Q 4	6 P to Q B 3	Kt to Q B 3
3 Kt to Q B 3	Kt to K B 3	7 P to K B 4	P t. P
4 P to K 5 (A)	Kt to Q 2	8 P t. P	B to Kt 5 ch
		9 B to Q 2	Q to R 4 (B)

White.	Black.	White.	Black.
10 B to B 3	Kt to B sq	62 Kt to B 2	R to Kt 4
11 Kt to K B 3	Kt to Kt 3	63 R to R 3	R to Kt sq
12 Q to Q 2	B to Q 2	64 K to Q 2	R to K R sq
13 P to K Kt 3	R to Q B sq	65 R to K B 3	R to R 7 ch
14 P to K R 4 (C)	P to K R 3	66 K to B 3	B to K 7
15 B to R 3	Kt(Kt 3)to K 2	67 R to K 3	R to B 7
16 Castles K R	B t. B	68 Kt to K sq	B to Kt 4
17 P t. B	Q to B 2	69 Kt to B 3	R to Q R 7
18 Kt to K sq	Kt to R 4 (D)	70 Kt to Kt 5	B to Q 2
19 R to B 3	Kt to B 5	71 R to K R 3	R to R 6 ch
20 Q to B sq	P to K Kt 3	72 K to Kt 4	R to R 5 ch
21 Kt to Q 3	B to Kt 4	73 K to B 3	R to B 5 ch
22 P to R 4 (E)	B to Q 2	74 K to Q 3	R to B 2
23 R to R 2	P to Kt 3	75 R to R 6	B to B sq
24 K to R 2	B to B 3	76 R to R 2	B to Q 2
25 Kt to B 2	P to K R 4	77 R to R 7	B to Kt 4 ch
26 P to Kt 4 (F)	P t. P	78 K to Q 2	R t. R
27 Kt t. P	KttoKtsq(G)	79 Kt t. R	B to K sq (M)
28 Q to K sq	Q to K 2	80 K to B 3	B to R 4
29 P to K R 5	R t. P	81 Kt to Kt 5	B to K sq
30 Kt to Kt 3	RtoKRsq(H)	82 Kt to B 3	K to B 3
31 Kt to B sq	Q to R 5	83 K to Kt 4	K to Q 3
32 Q t. Q (I)	R t. Q	84 Kt to K 5	B to R 4
33 K to Kt 3	R to R sq	85 K to B 3	B to K sq
34 Kt (B) to K 3	Kt t. Kt	86 K to Q 2	K to K 2
35 Kt t. Kt	Kt to K 2	87 K to K 3	K to B 3
36 R (B 3) to B 2	KttoB4ch(J)	88 K to B 3	B to Kt 4
37 B t. Kt	Kt P t. B	89 K to Kt 3	K to Kt 2
38 P to R 5	P to Kt 4	90 K to R 4	K to R 3
39 R to R 2	R t. R	91 Kt to B 7 ch	K to Kt 3
40 K t. R	B to Q 2	92 Kt to Q 6	B to Q 2
41 R to R 3	K to K 2	93 Kt to Kt 7	B to Kt 4
42 K to Kt 2	P to B 3	94 Kt to B 5	K to B 3
43 P t. P ch	K t. P	95 K to R 5	B to K 7 ch
44 K to B 2	R to K R sq	96 K to R 6	B to Kt 4
45 R to R sq	R to Q B sq	97 Kt to Kt 7	B to B 3
46 R to R 3	K to K 2	98 Kt to B 5	B to Kt 4
47 Kt to Kt 2	P to Kt 5	99 Kt to Kt 3	B to K 7
48 P t. P	R to B 5	100 Kt to Q 2	B to Q 8
49 K to K 3 (K)	R t. Kt P	101 Kt to B sq	B to B 6
50 Kt to K sq	R to Kt 8	102 Kt to Kt 3	B to Kt 5
51 Kt to B 3	B to Kt 4	103 Kt to R sq	B to K 7
52 K to Q 2	K to Q 3	104 Kt to B 2	B to B 8
53 Kt to K sq	P to R 3	105 K to R 5	B to K 7 ch
54 Kt to B 2	R to K B 8	106 K to R 4	B to Kt 4
55 K to K 3	R to K R 8	107 Kt to R 3	B to K 7
56 R to B 3	R to R 6 ch	108 Kt to Kt 5	B to Kt 5
57 K to Q 2	R to R 7 ch	109 K to Kt 3	B to K 7
58 K to K 3	B to B 5	110 K to B 2	B to Kt 4
59 Kt to R 3	R to Q R 7	111 K to K 3	K to K 2
60 K to B 3	R to Q Kt 7	112 Kt to B 3	B to K sq
61 K to K 3 (L)	R to Kt 5	113 Kt to K 5	K to B 3

White.	Black.
114 K to B 2	B to Kt 4
115 K to Kt 3	K to Kt 2
116 K to R 4	K to R 3
117 Kt to B 3	K to Kt 3
118 Kt to K 5 ch	K to R 3
119 Kt to B 7 ch	K to Kt 3
120 Kt to Q 8	K to B 3
121 K to R 5	B to K sq ch
Drawn game.	

[The notes are by Mr. Mason.]

(A) We are indebted for the latest revival of this generally condemned attack in the "French" to Louis Paulsen, who made use of it with rather indifferent success in the Berlin Tournament, 1881. It was much affected in the Vienna Tournament, 1882; but, since then, its popularity has so greatly fallen away that it is now rarely adopted in any contest of importance. In the present case some little originality is imparted to it from the way in which M. Tchigorin follows it up; but in the result it still turns out more or less unfavourable to him, considered as the attacking player.

(B) Black has now a much better game than he should have thus early in any valid form of this Opening.

(C) It is through a strong and rapid advance in this part of the field that White hopes to make up for the weakness of his position elsewhere.

(D) The purport of this is easily seen. The adverse Queen's Bishop's Pawn must be held where it is, and kept under pressure there, and in time it must fall, provided that, in

the meantime, White's attack on the other side can be successfully repelled.

(E) Gaining important time. Black's 21 B to Kt 4 was not good; he should have played 21 P to Kt 3 instead.

(F) This results in the loss of a Pawn, but, for the moment, it yields an attack which a slight error in the defence might easily render irresistible.

(G) It is evident that if White were allowed to check at Bishop's sixth with his Knight, and keep it there, his affairs would be considerably improved.

(H) Another, and perhaps better, move was 30 Q to R 5.

(I) White now being a full Pawn to the bad, has nothing better to look forward to than a draw. And his play from this point to the end certainly deserves all the success attending it.

(J) Badly played—this and the previous move of the Knight.

(K) White does well to keep his Queen's Pawn rather than the other, as, in the event of its loss, Black's Pawns in the centre would become really formidable.

(L) 61 Kt t. B would lose, as after 61 P t. Kt, 62 R t. P, Black could check at Knight's sixth, then play R to Kt 4 and K to Q 4 with a winning game.

(M) About this time Black, fully realising the difficulty of winning, proposed a draw; but White declined, and continued the contest for upwards of 40 moves more.

Game 106, played on the 16th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. MASON.	M. TCHIGORIN.		
1 P to Q 4	P to K 3	45 Kt to K 6 ch	K to K 2
2 B to B 4	P to Q 4	46 Kt t. R	P t. Kt
3 P to K 3	P to Q B 4	47 P to Q Kt 4 (N)	K to Q 3
4 Kt to K B 3	Kt to Q B 3	48 P t. P ch	K t. P
5 B to K 2 (A)	Kt to B 3	49 K to Q 3	P to K R 3
6 Castles	B to K 2	50 P to Kt 4	P to K R 4
7 P t. P	Castles (B)	51 P to R 3	P to R 5
8 Q Kt to Q 2	B t. P	52 P to R 4	P to R 3 (?) (O)
9 Kt to Kt 3	B to Kt 3	53 P to R 5 (!) (P)	K to Kt 4 .
10 K Kt to Q 4	Kt to K 2 (C)	54 K to Q 4	K t. P
11 B to Q 3	Kt to K sq	55 K to B 5 (!)	K to R 5
12 Q to R 5	P to B 4	56 K t. P	K to Kt 4
13 Q to K 2 (D)	Kt to Kt 3	57 P to B 4 ch	K to Kt 3
14 Kt to B 3	Kt t. B (E)	58 K to Q 6	K to Kt 2
15 P t. Kt	Q to B 3	59 P to B 5	K to B sq
16 Kt to K 5	Kt to Q 3	60 K to B 6	P to R 4
17 P to Q B 3	Kt to K 5	61 K to Kt 5	K to B 2
18 Kt to Q 4	Q to R 3	62 K t. P	Resigns.
19 P to K Kt 3	B to B 2		
20 P to B 3	Kt to B 4 (?) (F)		
21 B to B 2	P to Q Kt 3		
22 R to B 2	B to R 3		
23 Q to K 3	K R to K sq		
24 Q R to K sq	B t. Kt		
25 Q t. B (G)	Kt to Q 2		
26 Q to Q 6	Kt to B sq		
27 Q to B 6	K R to Q B sq (H)		
28 Q to R 4	B to Kt 2		
29 B to Q 3	R to B 2		
30 R (B 2) to K 2	B to B sq		
31 B to R 6 (I)	Q to R 4 (J)		
32 B t. B	K R t. B		
33 Q to B 2	R to K sq		
34 Q to Q 3	Q to B 2		
35 R to K 5	Q R to B sq		
36 Q to K 2	P to Kt 3		
37 K to B 2 (K)	R to B 5 (L)		
38 R t. Q P	R to R 5		
39 P to Q R 3	P t. R		
40 Q t. R	Q t. Q		
41 R t. Q	K to B 2		
42 R to Q 8	R to R 4		
43 K to K 3	R to B 4		
44 R t. Kt ch (?) (M)	K t. R .		

[Notes by Mr. Mason.]

(A) As elsewhere insisted upon, this is much preferable to any other move of the Bishop in positions of this class.

(B) There is no risk in Castling here, as White can in no way hold on to the Pawn.

(C) This, as well as his next move or two, does not improve his game much. It seems that instead of 9 B to Kt 3 he should have played 9 B to K 2.

(D) Black's King's Pawn being now badly situated, White chiefly directs his attention to keeping it so as long as possible.

(E) Injudicious, as it not only renders the escape of the King's Pawn from its present predicament highly improbable, but exposes it to immediate attack in opening the file on which it stands to the operation of White's Queen and Rooks. On the other hand, it will be seen as the game progresses that the

doubling of White's Pawns is little or nothing to his disadvantage.

(F) In not playing 20 . . . B t. Kt here M. Tchigorin missed what might have proved a very fair chance of extricating himself from his difficulties. It would have had the effect of closing the King's file, as White could have done no better than reply with 21 P t. B.

(G) In view of what has been said, of course this is greatly superior to 25 P t. B.

(H) If the Queen was to be driven away this was the only good way to do it. White threatened 28 K R to K 2, forcing the Pawn almost immediately.

(I) In order to make progress it was necessary to get the Black Bishop out of the way.

(J) The exchange could not well be avoided, *e.g.* : 31 . . . B to Q 2, 32 Q to R 3, R to B 4, 33 B to Kt 7, R to R 4, 34 Q to 6, and however Black plays White can compel the exchange, even if he gains no further advantage.

(K) Suppose 37 Kt t. P, Kt t. Kt, 38 R t. Kt, R t. R, 39 Q t. R, Q t. Q, 40 R t. Q, P to Q 5 (!), 41 P t. P, R to Q sq, and Black has every chance of drawing.

(L) A mistake, no doubt, but there was no way to save the Pawn, which White had prepared to take on the very next move, because with the King at Bishop's second the variation given in the preceding note would not hold. The object of Black's move—37 R to B 5—was still to be able to play on the Queen's Pawn at the right time if White ventured upon 38 Kt t. K P.

(M) A miscalculation, after which, with correct play on both sides, the game should have been drawn.

(N) When changing off the pieces White failed to see that the Black King could come to the support of the Pawn attacked now. Were Black obliged to exchange or push the Pawn here his game would be lost, but as it is he has a draw in hand, White's extra Pawn being of no account whatever.

(O) This slip proves fatal, and loses the game. The correct move was 52 P to R 4.

(P) The ending is a rather remarkable one, and furnishes a very good illustration of the niceties, if not peculiar difficulties, of Pawn play.

Game 107, played on the 15th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
M. TCHIGORIN.	G. H. MACKENZIE.		
1 P to Q 4	P to K 3	9 B to Q 3	Q to B 2
2 P to K 3	K Kt to B 3	10 Kt to K 2	P to Q Kt 3
3 K Kt to B 3	P to Q 4	11 Kt to Kt 3	Kt to Q Kt 5
4 B to K 2 (A)	P to B 4	12 B to R 3	B to Kt 2
5 Castles	Kt to B 3	13 B t. Kt	B t. B
6 P to Q Kt 3	P t. P	14 Q to K 2	B to B 6 (B)
7 P t. P	B to Q 3	15 Q R to Q sq	P to Kt 3 (?)
8 Kt to B 3	P to Q R 3	16 Q to K 3	P to R 3 (?)
		17 Kt to K 5	Q R to B sq

White.	Black.
18 Kt to K 2	B to Kt 5
19 Kt to B 4	Kt to K 5 (C)
20 P to K B 3 (!)	Kt to Q 3
21 Kt(K5)t. Kt P(!)	P t. Kt
22 B t. P ch	Kt to B 2 (D)
23 Q t. P ch	K to Q sq
24 Q t. Kt	Q t. Q
25 B t. Q	R t. P
26 B t. P	B to Q B sq
27 R to B 2	R t. R
28 K t. R	B to Q 2
29 Kt to Q 3	B to Q 3
30 Kt to K 5	B to K sq
31 B to B 7	R to R 2
32 B t. B	K t. B
33 R to Q B sq	K to Q sq
34 P to B 4	Resigns.

(A) By allowing Black to be first in the field with his Q B P, White gives away the advantage of the move.

(B) Black should have Castled, having the better game. The text move merely drives the R the way he would go.

(C) Even here he might have taken advantage of the momentary masking of White's Q to Castle. If White sacrifices the Kt, the Black Q can always come in to the rescue at K Kt 2 or K R 2, and White gains at most three Pawns for the piece, with no attack to speak of.

(D) Why not 22 K to K 2, and on 23 Q t. P ch, K to B sq, 24 Q to B 6 ch, K to Kt sq (or 24 Q to K 5, Kt to B 2), with at least better chances than in the actual game? The captain's play throughout is all too bizarre.

Game 108, played on the 17th of May.

FRENCH GAME.

White.	Black.
M. TCHIGORIN.	A. B. SKIPWORTH.
1 P to K 4	P to K 3
2 P to Q 4	P to Q Kt 3
3 B to Q 3	B to Kt 2
4 Kt to K R 3 (A)	KKt to B3(B)
5 Kt to B 3 (C)	B to Kt 5
6 Q to K 2	P to KR 3(D)
7 Castles	B t. Kt (E)
8 P t. B	P to Q 4
9 P to K 5	K Kt to Q 2
10 Q to Kt 4 (F)	K to B sq
11 Kt to B 4 (G)	Q to K 2
12 R to K sq	B to R 3
13 P to B 4	B t. P (H)
14 B t. B	P t. B
15 Q to B 3	P to Q B 3 (I)
16 Kt to Kt 6 ch	Resigns.

(A) The best square for the Kt.

(B) Premature, we think, as objections to Castling are soon manifest. Mr. Owen, a great master of the Fianchetto Opening, usually

develops on the Q side first, with P to Q 4, and on P to K 5, P to Q B 4, &c.

(C) P to K B 3 is usual in this Opening when the K P is attacked twice; but White evidently wishes to keep the diagonal for the Q.

(D) P to Q B 4 seems the natural sequel to Black's last move. White's best reply is P takes P, and we leave it an open question whether Black should now double the Pawns by B t. Kt ch and P t. P, as his own Q B P would be weak. The text move is preparatory to Castling; had he Castled now, White would certainly have replied 7 P to K 5, and if 7 B t. K Kt P, 8 P t. Kt, giving up the exchange, with an irresistible attack; or if 7 Kt to Q 4, 8 B takes R P ch, &c.

(E) Castling would still be dangerous, and soon becomes impos-

sible, which shows the error of Black's development. At this point we find no move for him that we thoroughly like: P to Q B 4 might still be tried.

(F) From this point the attack is vigorously pressed.

(G) Feeling his way towards a dangerous two-pronged fork after Q to B 3. But of course he will

not show his hand by raising the alarm prematurely.

(H) Giving his opponent the very opportunity he desired. P t. P would have lost at least the exchange: P to Q B 3 was the only move.

(I) Better to have resigned at once!

Game 109, played on the 28th of May.

FRENCH OPENING.

White.	Black.	White.	Black.
M. TCHIGORIN.	DR. NOA.		
1 P to K 4	P to K 3	34 K to K 2	R to Kt 5
2 P to Q 4	P to Q 4	35 P to B 5	Kt t. P ch
3 Q Kt to B 3	K Kt to B 3	36 Kt t. Kt	Q to R 7 ch
4 P t. P	P t. P	37 K to K sq	B t. Kt
5 Kt to B 3	B to Q 3	38 R t. B	P to Kt 7 (!)
6 B to Q 3	Castles	39 R to B 2	P queens ch
7 Castles	B to K Kt 5	40 K to K 2	Q (Kt8) t. R ch
8 B to K Kt 5	P to B 3	41 Q t. Q	R to Kt 7
9 Q to Q 2	Q Kt to Q 2	42 R to K B sq	P to B 5
10 Kt to K sq	Q to B 2	43 K to K sq	R t. Q
11 P to B 4	P to K Kt 3 (A)	44 R t. R	Q to Kt 8 ch
12 P to K R 3	B to B 4	45 K to K 2	P to B 6 ch
13 B t. B	P t. B	Resigns.	
14 Q to Q 3	Kt to K 5	[Notes by Dr. Zukertort, from the	
15 B to R 6	K to R sq (B)	<i>Chess-Monthly.</i>]	
16 B t. R	Kt t. B	(A) White threatened to win a	
17 Q to K 3	Kt to K 3	piece with 12 P to K R 3, &c.	
18 Kt t. Kt (?)	Q P t. Kt (C)	(B) Obviously he dare not play	
19 P to K Kt 3	Q to Kt 3	the Rook, for White would then	
20 P to B 3	Q t. Kt P	capture the Kt and force the game	
21 Kt to Kt 2	Q to Kt 3	by checking with the Queen at	
22 Kt to R 4	Kt to Kt 2	Kt 3.	
23 P to Kt 4 (D)	R to K Kt sq	(C) If 18 B P t. Kt, then	
24 K to R sq	Q to Q sq	19 P to B 5.	
25 Kt to Kt 2 (E)	Q to Q 2 (F)	(D) This attempt to break	
26 P to Kt 5	Kt to R 4	through on the King's side is	
27 P to B 4	P to B 3	perilous.' White should rather	
28 P to K R 4	P to K R 3	concentrate his forces on the oppo-	
29 Q to K R 3	R P t. P	site wing.	
30 R P t. P	Q to R 2	(E) Overlooking the only satis-	
31 K to Kt sq	P t. P	factory continuation with	
32 K to B 2	P to Kt 5	25 Kt t. P	Kt t. Kt
33 Q to K 3	P to Kt 6 ch	26 P t. Kt	Q to R 5

27 R to K Kt sq B t. P
 28 R t. R ch K t. R
 29 Q to Kt sq ch K to B sq
 30 Q to Kt 4 (!)

White loses with 30 Q to Kt 2, P to K 6, 31 Q to B 3, P to K 7, &c.

30 Q to B 7
 31 Q to Kt 2 Q to R 5
 32 P to B 6 (!), &c.

(F) From this point Black's conduct of the attack is irreproachable.

Game 110, played on the 29th of May.

FRENCH GAME.

White.	Black.
M. TCHIGORIN.	S. WINAWER.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 Kt to Q B 3	B to Kt 5 (A)
4 P t. P	P t. P
5 Kt to B 3	B to Kt 5
6 B to K 2	K Kt to B 3
7 Castles	B t. K Kt
8 B t. B	Castles
9 B to Kt 5	P to B 3
10 Q to Q 3	B to Q 3
11 Kt to K 2	Q Kt to Q 2
12 Kt to Kt 3	Q to B 2
13 K to R sq (B)	B t. Kt (C)
14 B P t. B	K R to K sq
15 P to Kt 3 (D)	R to K 3
16 B to B 4	Q to R 4 (E)
17 P to K Kt 4	P to K R 3
18 P to Kt 5	P t. P
19 B t. P	Q R to K sq
20 P to Q R 4	Kt to K 5
21 B to B 4	Kt(Q 2) to B 3
22 P to K Kt 4 (?)	P to K Kt 4 (!)
23 B to K 5	Q to Q 7 (!)
24 B to Kt 2 (F)	Kt to B 7 ch
25 R t. Kt	Q t. R
26 R to K B sq	Kt t. P (G)
27 B to R 3	R t. B
28 B t. Kt	R to K 8
29 B to R 3	R t. R ch
30 B t. R	R to K 8
Resigns.	

(A) A loss of time, as Black's tenth move shows; but many complications are hereby avoided, and

this was probably the object in view.

(B) The subsequent play shows how important it was for White to seize the open file with one of his Rooks at this point.

(C) Black has no need, in this position, to be afraid of the end-game of two Bishops against two Knights.

(D) If White now plays either R to K sq, Black exchanges Rooks, and then by Q to R 4 forces the R back to R sq.

(E) Still preventing R to K sq.

(F) A miscalculation, expecting to win two pieces for the Rook and overlooking Black's 26th move. *The Field* points out that White might have played 24 B t. Kt, Kt t. B, 25 Q t. Q, Kt t. Q, 26 R to B 5, Kt to K 5, 27 Q R to K B sq. But after 27 . . . R to K B sq, followed immediately by P to B 3, Black would still have a good game.

(G) This, of course, Black had foreseen, though White had not, and it is followed up in the same high style. Out of the commonplace Opening Winawer gradually develops a fine attack and completely outplays his adversary.

Game 111, played on the 5th of June.

RUY LOPEZ.

White.	Black.
A. SELLMAN.	M. TCHIGORIN.
1 P to K 4	P to K 4
2 K Kt to B 3	Q Kt to B 3
3 B to Kt 5	P to Q R 3
4 B to R 4	Kt to B 3
5 P to Q 4	P t. P
6 P to K 5	Kt to K 5
7 Castles	B to K 2
8 B t. Kt	Q P t. B
9 Kt t. P	Castles
10 B to K 3	P to Q B 4 (A)
11 Kt to K 2	B to B 4
12 P to K B 3 (!)	Kt to Kt 4
13 Q Kt to B 3 (!)	P to R 3 (B)
14 Kt to Kt 3 (!)	B to R 2 (C)
15 P to B 4	Kt to K 3
16 P to B 5	Kt to Q 5
17 Q Kt to K 4	R to K sq (D)
18 Q to Kt 4 (E)	K to R sq
19 Q R to Q sq	Q to B sq
20 B t. Kt	P t. B
21 R t. P	P to K Kt 3
22 P to K 6	P t. K P (F)
23 P t. K P	P to K R 4
24 Q to R 3	B to Kt sq
25 Kt t. P (!)	Q t. P (G)
26 Kt to B 4 dis.ch (H)	Q t. Q
27 Kt t. Q	B to K 3
28 Kt (R 3) to Kt 5	B to K B 4 (I)
29 P to B 3	K to Kt 2
30 P to K R 3 (J)	Q R to Q sq
31 K R to Q sq	R t. R
32 R t. R	K to R 3
33 Kt to B 7 ch	K to Kt 2
34 Kt (B 7) to Kt 5	K to R 3
35 Kt to B 7 ch	K to Kt 2
36 Kt (B 7) to Kt 5 (K)	K to R 3
Drawn game.	

(A) Now was the time to advance P to K B 3 and insure the open file for the Rook, with chances of the better game later on. White could not reply P to K 6, as the Pawn would at once be lost by P to Q B 4.

(B) If 13 Q t. Q, 14 Q R t. Q, B t. P, 15 R to Q 7, and wins two pieces for the Rook.

(C) Exchanging Queens now and then taking the Pawn was, no doubt, rejected on account of the R coming in at Q 7, but Black gets so bad a game by the play in the text that we think it should have been ventured in preference.

(D) In order to play B to B sq in answer to P to B 6. The defence, however, would still have failed against the best play.

(E) White has conducted the attack irrefragably since his opponent's error at the tenth move. Now, however, he should have played P to B 6, and followed it up with the move in the text.

(F) Black defends himself well under difficulties. The following variations show that Kt P t. P would have lost the game: 22 Kt P t. P, 23 Kt t. P, B t. Kt (or A), 24 Q t. B, Q t. P, 25 Q t. P, with a winning game. (A) 23 R to K Kt sq, 24 Q to B 4, Q t. P, 25 Kt t. B, Q t. Kt (K 2), 26 Q to B 6 ch, Q t. Q, 27 Kt t. Q, &c.

(G) Much better than B t. P, to which Q to Q B 3 was the absolutely fatal reply. P t. Kt would obviously have laid him open to mate in a few moves. The neatest finish would be 26 Q t. P ch, K to Kt 2 (26 B to R 2, 27 R to B 7), 27 Kt to Q 6.

(H) 26 Q to Q B 3 was still the *coup juste*. The following is a probable continuation: 26 Q to Q B 3, Q to K 4 (!), 27 Kt (R 5) to B 6, B t. Kt, 28 Kt t. B, Q to K 6 ch, 29 K to R sq, Q t. Q, 30 R to R 4 ch, K to Kt 2, 31 Kt t. R ch, and 32 P t. Q.

(I) The strength of the two Bishops gives Black a perfectly safe draw, and, indeed, rather the best of the game.

(J) Vainly hoping to dislodge

the Bishop, for which Black's reply leaves no time.

(K) If White tried P to R 4 the Pawn would soon be lost by P to B 4, driving back the Rook, and then K to R 4.

Game 112, played on the 9th of June.

IRREGULAR OPENING.

White.	Black.
M. TCHIGORIN.	A. SELLMAN.
1 P to K B 4	P to Q B 4
2 P to K 3	P to Q 4
3 K Kt to B 3	Q Kt to B 3
4 P to Q Kt 3	P to K 3
5 B to Kt 2	Kt to B 3
6 B to Q 3 (A)	B to K 2
7 Kt to B 3	P to Q R 3 (B)
8 Castles	P to Q Kt 4
9 P to Q R 4	P to Kt 5 (C)
10 Kt to K 2	Castles
11 Kt to Kt 3	Kt to Q 2 (D)
12 Kt to R 5	P to Kt 3 (E)
13 Kt to K 5 (F)	Q Kt t. Kt
14 P t. Kt	P to KB 4 (G)
15 Kt to B 4	Kt to Kt sq (H)
16 Q to B 3	R to R 2
17 Q to R 3	Kt to B 3
18 P to Kt 4	K R to B 2 (I)
19 P t. P	Kt P t. P
20 K to R sq	B to B sq
21 R to Kt sq ch	B to Kt 2
22 B to K 2	P to Q R 4
23 R to Kt 3	K to R sq (J)
24 Q R to K Kt sq	Q R to Q B 2
25 B to R 5	K R to K 2
26 Kt to Kt 6 ch	P t. Kt
27 B t. P ch	K to Kt sq
28 Q to R 7 ch	K to B sq
29 B to R 5 (K)	R to B 2
30 R t. B	Resigns.

(A) This mode of development was more than once adopted by Tchigorin: see his game with Englisch, No. 115, and notes there. We own that we prefer B to K 2, at least in even games.

(B) Englisch here continued with 7 Castles, 8 P to Q Kt 3, and 9 B to Kt 2. The advance of these Pawns is premature, and loses time which ought to be spent in strengthening the King's side against the attack of the two Bishops.

(C) Proving the truth of the last remark. Any other move would lead to a break-up of the Pawns; the one chosen not only drives the Kt the way he is going, but loses the last chance of dislodging the K B.

(D) Kt to K sq is better both for immediate defence and because it leaves the K P protected by the B. Compare Black's 15th move.

(E) P to B 3 should have been played first.

(F) Seizing the right moment for a decisive advance. Obviously the Kt at R 5 cannot be taken.

(G) If 14 P t. Kt, 15 Q t. P, P to B 4, 16 P t. P *e.p.*, Kt t. P, 17 B t. Kt, R t. B, 18 Q t. R P ch, K to B sq, 19 B to Kt 6, and wins.

(H) This forlorn retreat is the consequence of his error at the 11th move.

(I) After 18 P t. P, 19 Q t. P, Black would have no good move left.

(J) It is only a choice of evils for

the K to move or to remain where he is. In the latter case White, after doubling the Rooks, would doubtless continue with Kt to R 5, and Kt to B 6 ch.

(K) Threatening a pretty mate by Q to R 8 ch, and R to Kt 8. M. Tchigorin's conduct of the assault in this game is that of a thorough master.

Game 113, played on the 7th of June.

ENGLISH OPENING.

White.	Black.	White.	Black.
G. H. MACKENZIE.	M. TCHIGORIN.		
1 P to Q B 4	P to K 3	39 Q t. K B P	Q to K 3
2 P to K 3	Kt to K B 3	40 Q to B 4	R to Q 2
3 Kt to K B 3	P to Q 4	41 B to Q 4	P to R 3
4 P to Q 4	P to B 3 (A)	42 R to Q B 2	R (Q 2) to Kt 2
5 B to Q 3	B to Q 3	43 R to K Kt 2	R to Q B 2
6 Castles	Castles	44 Q to B 3	R to Kt sq
7 Kt to B 3	Q Kt to Q 2	45 R to K B 2	R (Kt sq) to Q B sq
8 P t. Q P (B)	K P t. P	46 Q to Kt 2	Q to Q B 3
9 Q to B 2	R to K sq	47 R t. P	Q to B 7
10 P to Q Kt 3	Kt to B sq	48 P to K Kt 4	Q to Q 6
11 B to Kt 2	B to K Kt 5	49 K to Kt 3	R to Kt 2
12 Kt to Q 2	B to R 4	50 Q to B 3	Q to Kt 8
13 P to K R 3	B to Kt 3	51 K to R 4	R (B sq) to K Kt sq
14 Q R to K sq	Kt to R 4	52 P to K 4	Q to K 8 ch
15 P to B 4	Kt to Kt 6	53 B to B 2	Q to Q 7
16 R to B 2	P to K B 4	54 K to Kt 3	R to Q B sq
17 Kt to B 3	Kt to Q 2	55 B to K 3	Q to K 8 ch
18 K to R 2	Kt to K 5	56 Q to B 2	Q t. Q ch
19 B t. Kt	Q P t. B	57 R t. Q	R to B 6
20 Kt to K 5	Kt to B 3	58 R to B 3	R to K 2
21 Q to K 2 (C)	Q to K 2	59 B to Q 4	R t. R ch
22 R to Q B sq (D)	B to R 4	60 K t. R (I)	K to Kt 3
23 Q to B sq	P to K R 3	61 P to K R 4	P to K R 4
24 P to Kt 3	K to R 2	62 P to Kt 5 (J)	R to K sq
25 K R to Q B 2 (E)	R to K Kt sq	63 K to K 3	R to Q B sq
26 R to Kt 2	Q R to K B sq	64 P to Kt 4	K to B 2
27 Q to K sq	R to K sq	65 B to B 5	K to K 3
28 Q R to B 2	P to K Kt 4 (F)	66 K to B 4	R to K Kt sq
29 Q R to K B 2	R to Kt 2	67 P to R 4	R to Kt 2
30 Kt to K 2	Q R to K Kt sq	68 B to Q 6	R to B 2 ch
31 P t. P	R t. P	69 K to Kt 3	R to B 8
32 Kt to K B 4	Q to K sq	70 B to B 5 (K)	K t. P
33 Q to K B sq	R (Kt sq) to Kt 2	71 P to Kt 6	R to B 3
34 Q to B 4	B t. Kt	72 P to Kt 7	R to Kt 3 ch
35 P t. B	Kt to Q 4 (G)	73 K to B 3	R t. P
36 Kt t. Kt	P t. Kt	74 B to Kt 6	R to Kt 5
37 Q t. Q P	B to B 6	75 B to B 7 ch	K to Q 5
38 R t. B (H)	P t. R	76 B to Q 8	R t. K P

White.	Black.
77 P to Kt 5	K to K 4
78 P t. P	P t. P
79 P to R 5	K to B 4
80 K to Kt 3	R to Q 5 (L)
Resigned without re- suming.	

(A) This defensive move is contrary to the old authorities, and also, we believe, to the new. The former played P to B 4, keeping up the identity of the positions; the latter play mostly P to Q Kt 3, reserving the advance of the B P, or first bring out B to K 2.

(B) It can hardly be right thus to clear his opponent's game. No doubt Black threatened to gain time by P t. P and Kt to Kt 3, but P to Q Kt 3 would have prevented this, and the future prospects of his Queen's wing would then have been very remote.

(C) Threatening Q to B 4 ch, to which Black's next move is a reply.

(D) We incline, on the whole, to the immediate exchange of Kt for B, though White doubtless hoped that the Kt in his present situation would make himself sufficiently disagreeable to induce an exchange with the other B, giving White a passed Pawn.

(E) Both players, from the almost purposeless shifting of the

pieces hereabouts, seem on the watch for a mistake rather than meaning business on their own account. Compare White's 25th and 26th moves, Black's 26th and 27th.

(F) At length Black has made up his mind to attack.

(G) All this is well played, yet White, we fancy, has always the draw in hand with moderate care.

(H) If R to Kt sq, the attack by Q to R 4 (threatening mate in two moves by Q t. R P ch) would be decisive: *e.g.*, 38 R to Kt sq, Q to R 4, 39 P to K R 4, R t. P, &c.

(I) After the exchange of the major pieces White has a trifle the best of the end-game.

(J) He is evidently playing to win. P t. P, though it loses two Pawns for one, would have secured the draw.

(K) To prevent R to K Kt 8 ch when the Kt P advances. But this and the next fatally premature move throw away the game.

(L) Black's 80th move was inclosed in the envelope at the hour of adjournment, and White resigned instead of resuming it. There is no doubt that Black can now win by taking Q R P with R at the proper moment. No analysis seems required.

Game 114, played on the 11th of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
M. TCHIGORIN.	H. E. BIRD.	7 Kt to Q R 3 (C)	Kt to K B 3
1 P to Q 4	P to K B 4	8 Kt to K 2	P to Q B 3
2 B to K Kt 5 (A)	P to K R 3	9 Kt to K B 4	B to K B 2
3 B to K R 4	P to K Kt 4	10 P to B 4	Q to R 4 ch
4 B to K Kt 3	P to Q 4 (B)	11 Q to Q 2	Q t. Q ch
5 P to K 3	B to K 3	12 K t. Q	P to K 3
6 P to K R 4	P to K Kt 5	13 B to Q 3	B t. Kt

White.	Black.
14 P t. B	P t. P
15 B t. P	Kt to K5ch(D)
16 K to K 2	K to K 2
17 B to R 2	P to K 4 (E)
18 B t. B	P t. Kt
19 B to Kt 6	K to B 3
20 P to R 5 (F)	P to Kt 6
21 P t. P	P t. P
22 Q R to K B sq	P t. B
23 R t. P ch	K to Kt 2
24 R to B 7 ch	K to Kt sq
25 R t. P at R 7	P to Q Kt 3
26 R to R 4	Kt to Kt 4
27 R to B 7	Kt to R 3
28 B to Q 8 (?) (G)	Kt t. R

Resigns.

[The notes are by Mr. H. E. Bird.]

(A) This move is a novelty, and one not to be despised. P to Q 4 as a reply would, I think, be free from objection, and perhaps preferable to those liking a secure opening and safe kind of game.

(B) P to K B 5, with the view of winning the Bishop, would probably have resulted thus:

4	P to K B 5
5 P to K 3	P to K R 4
6 P t. P	P to K R 5
7 B to K 2	P to Q 4

White, it appears, could then prevent Black's Castling and get three Pawns for his Bishop; yet Black's game would really, I think, be better, though an awkward one to play.

(C) Players of the Tchigorin and Bird stamp care little for such trifling disadvantages as doubled Pawns.

(D) Black played judiciously here. The check was given at once to secure the K 5 square for the Kt and option to capture Q B. Had the move been delayed White could have played B to Q 3, which would have prevented it unless made at a disadvantage.

(E) A happy device which may not have been foreseen by White.

(F) The position stands thus: Strangely enough, it appears quite in Black's favour, but it is not so in reality. In a few moves which appear naturally to result from the position White gets at least an even game, if not an advantage.

(G) A remarkable blunder, the only instance of a piece left actually *en prise* in the Tournament.

Game 115, played on the 12th of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
M. TCHIGORIN.	B. ENGLISCH.		
1 P to K B 4	P to Q 4	11 Kt to Q sq	Kt t. B
2 P to K 3	P to Q B 4	12 P t. Kt	Kt to K sq
3 K Kt to B 3	K Kt to B 3	13 Kt to B 2	P to B 3
4 P to Q Kt 3	P to K 3	14 P to Q 4	Kt to Q 3
5 B to Kt 2	B to K 2	15 Q R to B sq (C)	R to B sq (D)
6 B to Q 3 (A)	Kt to B 3	16 Q to R 3	Q to Q 2
7 Kt to B 3	Castles	17 R to B 2	Kt to K 5
8 Castles	P to Q Kt 3	18 K R to B sq	Kt t. Kt
9 Q to K sq (B)	B to Kt 2	19 K t. Kt	K R to K sq
10 Q to Kt 3	Kt to Q Kt 5	20 Q to Kt 4	P t. P
		21 Kt t. P	R t. R

21

White.	Black.
22 R t. R	B to B 4
23 Kt to K 2	Q to K B 2
24 Kt to Kt 3	Q B to B sq
25 P to Q 4	P to K 4
26 Kt to B 5	B t. Kt (E)
27 Q t. B	P t. Q P
28 P t. P	P to Kt 3
29 Q to Kt 4	B to Q 3
30 R to B 8	P to B 4
31 R t. R ch	Q t. R
32 Q to B 3	Q to K 5
33 Q t. Q (F)	B P t. Q
34 B to B sq	K to B 2
35 P to K R 3	B to Kt 5
36 P to Kt 4	B to B 6
37 K to K 3	P to Q Kt 4
38 B to Q 2	B to Kt 7
39 B to R 5	K to K 3
40 B to Kt 4	B to B 8 ch
41 B to Q 2	B to R 6
42 B to K sq	K to B 2
43 B to Q 2	B to K 2
44 K to K 2	P to Kt 5
45 B to K sq	P to Q R 4
46 B to Q 2	B to Q 3
47 B to K 3	

Drawn game.

(A) This form of the Opening is usually adopted when giving the odds of Q Kt, and in that case is followed up by advancing the Pawns on the Castled King and Castling

on the other side or not at all. Against a powerful antagonist we decidedly prefer B to K 2.

(B) P to Q R 3, on this or the next move, would have prevented the exchange of Kt for B and doubling of the Pawns. But White perhaps thought that in that case the R P would itself be weak.

(C) According to our notions, White should have seized the opportunity to undouble the Pawns by P takes P.

(D) And here P to B 5 would have rendered the White Q P useless, and secured a preponderance on the Queen's wing, without, we think, any counterbalancing dangers elsewhere. But Herr Englisch's play was marked throughout the Tournament by over-caution.

(E) Compulsory. If K B moves, R t. Q B and wins. The "drawing" school invariably exercise great foresight in changing off every piece that threatens to become dangerous.

(F) 33 P to Kt 3, Q to B 7 ch, 34 Q to K 2, equally forces the exchange of Queens and the draw. But there is no danger from the passed Pawn.

Game 116, played on the 13th of June.

FRENCH GAME.

White.	Black.	White.	Black.
B. ENGLISCH.	M. TCHIGORIN.		
1 P to K 4	P to K 3	10 Castles	P to K R 4
2 P to K B 4 (A)	P to Q 4	11 B to K R 3 (P)	Q Kt to Q 5
3 P to K 5	P to Q B 4	12 K to R sq (P)	B to B 3 (C)
4 K Kt to B 3	Q Kt to B 3	13 Kt to Q R 4 (D)	B t. Kt
5 P to K Kt 3	Q to Kt 3	14 B t. Kt	B to Kt 4
6 B to Kt 2	Kt to R 3	15 B to B 2	B t. R
7 Kt to B 3 (B)	B to Q 2	16 B t. B	B to K 2
8 P to Kt 3	R to B sq	17 R to Kt sq	Q to B 3 (E)
9 B to Kt 2	Kt to B 4	18 P to K R 3	P to K Kt 3
		19 K to R 2	P to R 3

White.	Black.
20 B to Kt 2	Q to B 2
21 P to B 4	Castles
22 P t. P	P t. P
23 Q to B 2	P to Q Kt 4
24 R to K sq	K to Kt 2
25 K to Kt sq	P to B 5
26 P to K 6	B to B 4
27 P to K Kt 4	B t. B ch
28 K t. B	Q to Kt 3 ch
29 K to K 2	Kt to Kt 6 ch
30 K to Q sq	Kt to K 5
31 Kt to K 5	Q B P t. P
32 Q t. P	Q to B 7
33 B t. Kt	R to B 8 ch (F)
34 K t. R	Q t. R ch
35 K to Kt 2	Q t. B
36 Q to Q B 3	P to Q 5
37 Q to B 7	Q t. P
38 P t. R P	P t. R P
39 P to K 7	Q t. P ch
40 K to Kt sq	R to K sq
41 Kt to B 6 (G)	Q to K 8 ch
42 K to B 2	Q to B 6 ch
43 K to Q sq	P to Q 6
44 Q to Kt 3 ch	K to R 2
45 Q to Kt 2 (H)	Q to R 8 ch
Resigns.	

(A) The ordinary French Opening is not lively, but it at least retains the pull of the move for a long time. The text move not only gives away that advantage, but leads to a form of the Sicilian altogether in favour of the second player.

(B) There is something to be said for White's two last moves. His K B P is weak and all the better for support, and the B at Kt 2 has rather more power than at the more usual post of K 2 or Q 3. But this present move of the Kt is altogether in defiance of "the principles," and can only lead to disaster. The old-fashioned development by P to Q B 3, Kt to Q R 3, and Kt to B 2, reserving the advance of P to Q 4, is much better.

(C) Black's opening dispositions have been as correct as his opponent's have been the reverse. He now threatens to gain at least the exchange by Kt t. Kt.

(D) Which loses the exchange in another manner. White should have acknowledged his error by returning B to Kt 2, though even then his game would have been a poor one.

(E) Anticipating P to Q Kt 4.

(F) All this is good style. Black steadily improves his advantage, and gives away no chance.

(G) If 41 Q to Q 7, then of course 41 Q to Kt 5 ch, and 42 R t. P.

(H) Now, rather than on the next move, was the time for White to resign with good grace.

Game 117, played on the 14th of June.

FOUR KNIGHTS'.

White.	Black.	White.	Black.
M. TEHIGORIN.	S. ROSENTHAL.		
1 P to K 4	P to K 4	7 B t. Kt ch	P t. B
2 Q Kt to B 3	Q Kt to B 3	8 B to Kt 5	B to Kt 5
3 Kt to B 3	Kt to B 3	9 Q to Q 3	P to K R 3
4 B to Q Kt 5	B to Q Kt 5	10 B t. Kt	Q t. B
5 Castles	B t. Kt (A)	11 Kt to Q 2 (B)	Castles K R
6 Q P t. B	P to Q 3	12 P to Q B 4	B to K 3
		13 P to B 5	P to Q 4

White.	Black.
14 Q R to Q sq	Q to K 2
15 P to Q Kt 4	P to Q R 4
16 P to Q R 3	P t. Kt P
17 P t. Kt P	K R to Q Kt sq
18 P to Q B 3	R to R 6
19 R to R sq	K R to R sq
20 R t. R	R t. R

Drawn game. (C)

(A) We prefer Castling at once.

(B) White ought now to make

something of the advantage, slight as it is, of Kt against B and doubled Pawns.

(C) The early exchange of minor pieces shows that both players were eager to draw the game as soon as possible. As it is White's turn to play, we presume that he here proposed the draw; had he been in a fighting mood the game was quite worth continuing by 21 Q to B 2.

Game 118, played on the 16th of June.

FRENCH GAME.

White.	Black.
S. ROSENTHAL.	M. TCHIGORIN.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 P t. P	P t. P
4 K Kt to B 3	K Kt to B 3
5 B to Q 3	B to Q 3
6 Castles	Castles
7 Kt to B 3	Kt to B 3
8 B to K Kt 5	B to K Kt 5
9 K to R sq	B to K 2
10 B to K 3	Q to Q 2
11 B to K 2 (A)	Q R to Q sq
12 Kt to K Kt sq	K R to K sq
13 P to K R 3	B t. B
14 K Kt t. B	Q to B 4
15 Kt to Kt 3	Q to Kt 3
16 Q Kt to K 2	Kt to K 5
17 Kt t. Kt	Q t. Kt
18 Kt to Kt 3	Q to Kt 3
19 P to Q B 3	B to Q 3
20 Q to Q 2 (B)	R to Q 2
21 B to B 4	B t. B
22 Q t. B	Q R to K 2
23 Q to B 5 (C)	Q t. Q
24 Kt t. Q	R to K 7
25 Q R to Kt sq	Kt to K 2
26 Kt to Kt 3	

Drawn game. (D)

(A) Up to this point the Opening follows, with one or two transpositions, the 7th match game between Zukertort and Blackburne. The

former here played 11 Q to Q 2—a much more attacking move. The following instructive variation, to show that White has then nothing to fear from 11 . . . B t. Kt, 12 P t. B, Q to R 6, is taken from the *Chess-Monthly*, Vol. II., p. 372:—13 B to K 2, B to Q 3, 14 P to B 4, Kt to K 2, 15 R to K Kt sq, Kt to B 4, 16 R to Kt 5 (threatening B to B sq, and also Kt takes Q P), Kt t. B, 17 P t. Kt, P to B 3, 18 Q R to K Kt sq, P to K Kt 3, 19 Q R to Kt 3, Q to Q 2 (!), 20 B to Q 3, with the superior game.

(B) The draw is evidently being played for on both sides, every piece being changed off as soon as it begins to threaten anything. White now makes a bid for an advantage of position if Black falls into the trap by 20 . . . B t. Kt, 21 P t. B, 22 Q t. P, 23 B to B 4, recovering the Pawn with an open K B file, and better Pawns on the Queen's side.

(C) Scarcely so prudent as returning the Q to Q 2; see the next note.

(D) Black ought not to have consented to the draw till he had tried the effect of keeping the seventh row by R to B 7, &c.

Game 119, played on the 19th of June.

RUY LOPEZ.

White.	Black.	White.	Black.
M. TCHIGORIN.	S. ROSENTHAL.		
1 P to K 4	P to K 4	46 K to B 4	K to Q 3
2 K Kt to B 3	Q Kt to B 3	47 K to Kt 5	K to K 2
3 B to Kt 5	P to Q R 3	48 B to B 5	K to B 2
4 B to R 4	Kt to B 3	49 P to R 5	K to Kt 2
5 Castles	Kt t. P	50 P to R 6 ch	K to B 2
6 P to Q 4	P to Q Kt 4	51 B to Kt 6 ch	K to Kt sq
7 B to Kt 3	P to Q 4	52 B to K 4	K to R sq
8 P to Q R 4 (A)	P to Kt 5 (B)	53 K to B 4	R to B 8 ch
9 P to R 5	Kt t. Q P	54 K to K 5	R to K Kt 8
10 Kt t. Kt	P t. Kt	55 B to B 5	R to Q R 8
11 Q t. P	P to Q B 3	56 P to B 4	R to K 8 ch
12 Kt to Q 2	Q to B 3	57 K to Q 6	R to K R 8
13 Q to Kt 6	Kt t. Kt (C)	58 P to R 7	R to Q 8 ch
14 B t. Kt	B to K 2	59 K to B 6	R to Q 7
15 B t. Kt P	B t. B	60 P to B 5	K to Kt 2
16 Q t. B	Q to K 2	61 K to B 7	R to K R 7
17 Q to B 3	Castles (D)	62 P to B 6	K to B 3
18 Q t. P (E)	B to K 3	63 K to Q 8	R to Q 7 ch
19 K R to K sq	Q to B 3	64 K to K 8	R to K 7 ch
20 Q R to Kt sq	K R to B sq	65 K to B 8	R to K R 7
21 Q to Q 6	K R to Ktsq (F)	66 P to B 7	Resigns.
22 B t. P	R to Q sq		
23 R t. B	P t. R		
24 Q t. P ch	Q t. Q		
25 B t. Q ch	K to B sq		
26 K to B sq	R to Q 3		
27 B to B 5	P to Kt 3		
28 B to K 4	R to Kt sq		
29 B to Q 3	R to Q 4		
30 B t. R P	R t. R P		
31 B to Q 3	R(Ktsq)toRsq		
32 K to K 2	R to R 8 (G)		
33 R t. R	R t. R		
34 P to Q Kt 4	K to K 2		
35 P to Kt 5	K to Q 3		
36 K to B 3	R to R 5		
37 K to K 3	R to Q Kt 5		
38 P to K B 4	K to B 4		
39 P to Kt 4	R to Kt 8		
40 K to B 3	R to Kt 8		
41 P to R 3	K to Q 5		
42 P to B 5	P t. P		
43 B t. P	K to B 4		
44 B t. P	K t. P		
45 P to R 4	K to B 4		

(A) A novelty; 8 P t. P is the usual move, to which Anderssen's favourite reply was 8 Kt to K 2, as played by Zukertort against Mackenzie; 8 Kt t. P is inferior: after 8 Kt t. Kt, 9 P t. Kt, P to Q B 3 (!) Black will have the best Pawns for the end-game, four to three on the Queen's side.

(B) A weakening move; but after 8 B to Kt 2, 9 P t. P, P t. P, 10 R t. R, B t. R, 11 Q to K 2, White at least recovers the Pawn with a good game.

(C) If, instead, 13 B to K 2, 14 Kt t. Kt, P t. Kt, 15 B to Kt 5 (!).

(D) We see no way for Black to avoid the loss of a Pawn. The Q cannot return to B 3 on account of R to K sq ch.

(E) The whole series of moves, by which White comes out with a

Pawn to the good, has been played with great vigour and judgment.

(F) A trap to win the exchange, but it costs a great deal too much in Pawns.

(G) Black, we should say, would

have better chances of drawing by keeping both Rooks as long as possible. The end-game which ensues requires no further comment; White's Pawns are so easily preserved that his course is perfectly simple throughout.

Game 120, played on the 15th of June.

GIUOCO PIANO.

White.	Black.	White.	Black.
J. MASON.	M. TCHIGORIN.		
1 P to K 4	P to K 4	37 Kt t. P	R t. R
2 Kt to K B 3	Kt to Q B 3	38 R t. R	R t. P
3 B to B 4	B to B 4	39 Kt t. P (L)	K t. Kt
4 Kt to B 3	Kt to B 3	40 P to B 3	Kt t. P (M)
5 P to Q 3	P to Q 3	41 R to B 7 ch	K t. P
6 B to K 3	B to Kt 3	42 R t. Kt	Kt t. P
7 Q to K 2	B to K 3	43 P t. P	P t. P
8 B to Kt 3	Q to K 2	44 R t. Kt P	P to Q 6
9 P to K R 3	K B t. B (A)	45 R to Q 7	K to Kt 4
10 P t. B	Kt to K R 4	46 R to Q 4	P to R 4
11 Q to B 2	B t. B	47 K to Kt 2	K to B 3
12 R P t. B	Kt to Kt 5	48 K to B 3	K to K 3
13 Castles K R	Castles K R	49 Kt to K 4	R to R 4
14 P to Kt 4 (B)	Kt to B 3	50 R to Q 8	R to R 6 ch
15 Kt to K R 4	Kt to Q 2	51 K to B 4	R to R 5 ch
16 Kt to B 5	Q to Kt 4	52 K to K 3	K to K 2
17 K to R sq (C)	K to R sq	53 R to Q 4	R to R 6 ch
18 Q R to K sq	P to K Kt 3	54 K to B 4	R to R 7
19 Kt to Kt 3	P to Q B 3	55 K to Kt 3	R to K 7
20 R to K 2	Q R to K sq	56 K to B 3	R to R 7
21 Q to K sq	R to K 3 (D)	57 Kt to B 2	R to R 4
22 Kt to Kt sq	P to Q B 4	58 Kt to K 4	R to Q Kt 4
23 Kt to Q 2 (E)	Q to R 3 (F)	59 Kt to Q 2	K to K 3
24 Kt to B 3	Q R to K sq	60 R to K Kt 4	R to K B 4 ch
25 R to R 2 (G)	P to Q 4	61 K to Kt 3	P to Kt 4
26 P to K R 4	P to Q 5	62 R to Q 4	R to Q 4
27 P t. P	K P t. P	63 R to K 4 ch	R to K 4
28 P to Kt 5 (?) (H)	Q to Kt 2	64 K to B 3	K to Q 4
29 P to R 5	K to Kt sq	65 R to K Kt 4	K to B 4
30 P to R 6	Q to R sq (I)	66 Kt to Kt sq	R to K 8
31 Q to Q 2	P to B 3	67 R t. P ch	K to Kt 5
32 Q to B 4	P t. P	68 Kt to Q 2	K to B 6
33 Q to Q 6	R to B 2	69 R to Kt 2	Kt to Q 8
34 R (R 2) to B 2	Q to B 3	70 Kt to K 4 ch	K t. P
35 Q t. Q	R t. Q	71 R to Q 2	R to K 6 ch
36 P to K 5 (?) (J)	R to B 5 (K)	72 K to B 4	R t. Kt ch (l)
		73 K t. R	Kt to Kt 2

White.	Black.
74 R to R 2	K to B 6
75 K to K 3	P to Q 7 (!)
Resigns.	

[The notes are by Mr. Mason.]

(A) Black assumes the offensive here, but the attack is of a kind which should speedily exhaust itself without inflicting much damage on his adversary.

(B) Safe enough in the position, though requiring to be very carefully and accurately followed up.

(C) Of the three other moves claiming particular consideration at this point—17 Q to Kt 2, 17 K to R 2, and 17 P to R 4—it is doubtful which, if any, should have been given the preference over the one actually made. Perhaps the last, as Black could not have ventured upon 17 Q t. Kt P (on account of 18 K to R 2, threatening 19 R t. K Kt, &c.), and must, therefore, have retreated the Queen to her own square, thus taking up an absolutely defensive position. 17 Kt to K B 3 would have been the reply to either of the other two moves mentioned.

(D) For the moment Black ceases to be fully aware of his opponent's designs, otherwise this manoeuvre would, doubtless, have been omitted.

(E) This it was that M. Tehigorin failed to take into account

when playing his Rook to King's third.

(F) It is evident that 23 Kt t. B P would have been bad.

(G) In retreating his Rook Black threatened to capture the Rook's Pawn—a thing he could not do before without losing his Queen.

(H) Here White misses his chance. 28 Kt t. P would have left him with an easy game.

(I) White's attack is now thoroughly spent, and he has nothing to show for it except a position so weakened as to be incapable of withstanding the reaction which must sooner or later set in, and which a player of his opponent's style and calibre might be trusted to make the most of.

(J) Wild play.

(K) Better than taking the Pawn immediately.

(L) Promising little, but there was little to play for.

(M) This Knight, whose latent influence has all along been so powerful, now takes up an active rôle, which is admirably sustained to the end. The remainder of the game is simply the record of a struggle on White's part to hold out as long as there was the slightest chance of a draw in prospect, a chance which, from the nature of the forces remaining on the board, existed up to the very last.

Game 121, played on the 18th of June.

TWO KNIGHTS' DEFENCE.

White.	Black.	White.	Black.
J. MONTIMER.	M. TEHIGORIN.		
1 P to K 4	P to K 4	5 P t. P	Kt to R 4
2 Kt to K B 3	Kt to Q B 3	6 B to Kt 5 ch	P to B 3
3 B to B 4	Kt to K B 3	7 P t. P	P t. P
4 Kt to Kt 5	P to Q 4	8 B to K 2	P to K R 3
		9 Kt to K B 3	P to K 5

White.	Black.
10 Kt to K 5	Q to B 2 (A)
11 P to Q 4 (B)	P t. P e.p. (C)
12 Kt t. P	B to Q 3
13 P to K R 3	Castles
14 Castles	B to K B 4
15 Kt to B 3	Q R to Q sq
16 B to Q 2	Kt to B 5
17 Q to B sq	K R to K sq
18 B to B 3	B to R 7 ch
19 K to R sq	B t. Kt
20 P t. B	R t. P
21 B to K 3	Kt t. B
22 P t. Kt	Q R t. P (D)
23 B t. P	Q t. B
24 K t. B	Q to Q 3 ch
25 K to R sq (E)	Kt to R 4
26 Q to Q sq	Kt to Kt 6 ch
27 K to Kt sq	R to Q 6
28 Q to R 4	Q to B 4 ch
29 R to B 2	R to K 3
30 R to Q sq	R t. R
31 Q t. R	Kt to R 8
32 Q to Q 8 ch	K to R 2
33 Q to Q 3 ch	P to B 4 (F)
34 Q t. P ch	Q t. Q
35 R t. Q	Kt to Kt 6
36 R to Q R 5	R to KB3 (G)
37 R t. P	P to R 4
38 P to K R 4 (H)	R to B 8 ch
39 K to R 2	Kt to B 4
40 R to R 4	R to B 7
41 Kt to K 4 (I)	R t. Q Kt P
42 Kt to Kt 5 ch	K to Kt 3 (J)
43 R to R 6 ch	Kt to Q 3
44 R t. Kt ch	K to B 4
45 R to Q 5 ch	K to Kt 3
46 P to R 3	R to Kt 6
47 R to R 5	K to R 3
48 R to R 6 ch	P to Kt 3
49 R to R 8	K to Kt 2
50 R to R 7 ch	K to B 3
51 R to B 7 ch	K to K 4
52 R to B 3	R to Kt 7
53 K to Kt 3 ch	R to K 7
54 R to K 3 ch	K to B 4
55 R to K 5 ch	Resigns.

(A) We prefer this move to the more usual 10 Q to Q 5. It has the sanction of Boden, of Bird in his *Chess Openings*, and of Tebgorin himself in a brilliant game

won by him at Vienna (*Chess-Monthly*, Vol. III., p. 362).

(B) It is not indifferent with which Pawn White defends first: 11 P to K B 4 is the correct move, though Black does not take the most direct advantage of the play in the text.

(C) 11 B to Q 3 is better: then if 12 P to K B 4, P t. P e.p., 13 Kt t. P, B to K Kt 5, and Black either wins the R P or prevents his opponent from Castling. Kt to Kt 4 would not be good for White now or on the preceding move.

(D) By the vigour of his last few moves Black has now recovered the Pawn with a decided advantage of position. Here it might be better to withdraw the B to Q 3, reserving the attack on the isolated K P.

(E) 25 K to Kt sq is no better. The reply is 25 Q to B 4, and if then 26 Kt to Q R 4, Q to Q 5.

(F) An almost inconceivable blunder to have occurred in the last round, and with the prizes so nearly in view. 33 P to Kt 3 left White without resource: for if 34 Kt to K 4, Kt could still take R, attacking the Q.

(G) There was no necessity for abandoning another Pawn. He might have played Kt to K 7 ch, or even P to Q R 3. The Knight is perfectly safe.

(H) Black seems to have acted on the poor chance that White would allow him to advance P to R 5, threatening mate.

(I) White wrongly gives up the P under the misconception that he had a mate on the board.

(J) Where was the objection to 42 K to R 3, 43 R to R 6 ch, P to Kt 3? 44 R to R 7 is then useless on account of 44 Kt t. P. Both players seem to have overlooked this.

SECTION V.

ENGLISH'S GAMES.



THE NOTES TO THIS SECTION, WHERE NOT OTHERWISE SPECIFIED,
ARE BY THE EDITOR.

James C. Doyle

Original from
PRINCETON UNIVERSITY

ENGLISH'S GAMES.

Game 122, played on the 26th of April.

BUY LOPEZ.

White.	Black.	White.	Black.
DR. NOA.	B. ENGLISH.		
1 P to K 4	P to K 4	28 R t. B (D)	R t. Kt
2 K Kt to B 3	Q Kt to B 3,	29 P to K 5	P t. K P
3 B to Kt 5	P to Q R 3	30 P t. Kt P	P t. P
4 B to R 4	Kt to B 3	31 B t. Kt P	R to K B 2
5 Castles	P to Q Kt 4	32 K to Kt 2 (E)	K to B sq (F)
6 B to Kt 3	B to K 2	33 R to K sq	R to Kt 2 (G)
7 P to Q 3	P to Q 3	Resigns.	
8 P to K R 3	P to K R 3	(A) This gives Black the better game.	
9 Kt to B 3	Castles	(B) Blocking up his own Q in a dangerous manner.	
10 B to K 3	B to K 3	(C) Threatening to sacrifice the Kt and attack Q with B, which must win the exchange. It is impossible for White now to avoid some loss.	
11 Kt to K 2	P to Q 4	(D) P to K 5 at once seems better.	
12 Kt to Kt 3	Q to Q 2	(E) B to K 3 were far better.	
13 Q to K 2	Q R to Q sq	(F) Threatening to pin the Q B, a move evidently overlooked by White.	
14 Q R to Q sq	K R to K sq	(G) Curiously decisive, as it is impossible for White to save the B.	
15 B to B sq	B to Q 3	34 P to K R 4 only loses an additional P.	
16 P to B 3	Kt to K 2		
17 Kt to R 4	P to Kt 4 (A)		
18 Kt to B 3	Kt to Kt 3		
19 Kt to R 2	P to B 3		
20 Kt to R 5	Kt t. Kt		
21 Q t. Kt	K to Kt 2		
22 Kt to Kt 4 (B)	R to K R sq		
23 P to Kt 3	P to B 3 (C)		
24 K to R 2	B to K B 5		
25 P t. Kt	B to K B 2		
26 Kt t. K P	B t. Q		
27 Kt t. Q	B t. R		

Game 123, played on the 30th of April.

GIUOCO PIANO.

White.	Black.	White.	Black.
H. E. BIRD.	B. ENGLISH.		
1 P to K 4	P to K 4	5 P to Q Kt 4 (A)	B to Kt 3
2 Kt to K B 3	Kt to Q B 3	6 P to Q 3 (B)	P to Q 3
3 B to Q B 4	B to Q B 4	7 Castles	Castles
4 P to Q B 3	Kt to B 3	8 B to K Kt 5 (C)	B to K 3
		9 Q Kt to Q 2	Q to K 2 (D)

White.	Black.
10 P to Q R 4	P to Q R 3
11 P to Q R 5	B to Q R 2
12 K to R sq	P to K R 3
13 B to K R 4	Q R to Q sq
14 P to Kt 5 (E)	B t. B
15 Kt t. B	P t. P
16 Kt to K 3 (F)	B t. Kt (G)
17 P t. B	Q to K 3
18 Q to Kt sq (H)	P to K Kt 4
19 B to Kt 3	Kt to Q R 2
20 P to B 4	P to B 3
21 P to B 5 (I)	Kt to R 4
22 P to R 6 (J)	P t. R P
23 R t. P	Q to Q 2
24 P to Q 4 (K)	Kt t. B ch
25 P t. Kt	Kt to B sq (L)
26 P t. Q P	P to K B 3
27 R to Q B sq	Kt t. P
28 R fr. B sq t. P	Kt to K sq
29 Q t. P (M)	P to Kt 5
30 Kt to R 4	P t. P
31 P t. P	Q t. P
32 Kt to B 5	Q t. P
33 R to K 6 (N)	R to Q 8 ch
34 K to R 2	Q to Q Kt 8
35 Q t. Q	R t. Q
36 R to R 7	R to Kt 4
37 Kt t. P ch	K to R sq
38 Kt t. Kt P	R to K Kt 5
39 R t. Kt	R to R 4 ch
40 K to Kt sq	R t. R
41 Kt t. P	R to R 8 ch (O)
42 K t. R	R to K 8 ch
43 K to R 2	R to R 8 ch
44 K t. R	Stalemate.

Drawn game.

[The notes are by Mr. H. E. Bird.]

(A) This is the key-move to Bird's favourite mode of playing the Giuoco Piano. The advance of the Pawns on the Queen's side, which constitutes a distinguishing feature in the attack, has been condemned by the highest authorities, still it is easier to criticise in theory than to answer in practice. There are various ways of pursuing the attack, and the capital games Bird manages to get will certainly cause it to receive more attention than it has done hitherto. Those between

Bird v. Zukertort, Bird v. Rosenthal, and the above, are all admittedly among the finest in the Tournament, and lovers of novelty, if they will excuse a little eccentricity at the same time, may find interest and derive instruction and advantage from their study.

(B) Q to Q Kt 3 was the move originally played by Bird, and he frequently still adopts it.

(C) Whether B played thus to pin the Knight or planted on K 3 be preferable must ever remain a debatable point. I have latterly inclined to prefer the latter as probably the sounder course. Change at Chess is desirable for real enjoyment like change of air, so I vary my proceedings perhaps more than is consistent with prudence, my desire being to get as much beauty out of the game as I can.

(D) Zukertort plays Q Kt to K 2. Rosenthal also did so, but rather later. The move in the text of Q to K 2 is certainly inferior.

(E) The play now becomes quite animated, and the way the Pawns get on is very curious. I recommend the Chess aspirant to carefully study the progress of the game from this point; it is far above average interest.

(F) The Knight assumes a threatening attitude.

(G) And Black accordingly walks him off.

(H) A very useful move.

(I) Exceedingly well played.

(J) Again very effective.

(K) This position, which is very favourable for White, results, as will be seen, from a singular combination of moves.

(L) Black apparently has nothing better; besides, he cannot make the essential move of P to K B 3 now, for White could check at Q

R 2, which would practically decide the game.

(M) Instead of thus hurriedly capturing the Kt Pawn, White should have played P to Q 5, which would have given him a splendid game.

(N) It was not judicious on White's part to surrender these strong centre Pawns unless he could see his way to win right off. White was playing at a very rapid pace; by taking a little more time he might, perhaps, have seen that Kt t. R P ch would win thus:

Kt t. R P ch K to Kt 2 (best)

Q to Kt 7 ch K t. Kt 7
R t. B P ch Kt t. R
Q t. Q K to Kt 2 (A)
Q to K 7 ch K to Kt 3
R t. Kt ch, and wins.

A.

R Q 8 ch

K to R 2, and owing to the position of Black's Kt, White must win with proper play.

(O) A capital resource for Black, which White should have foreseen.

[This game throughout occasioned much interest, and the stalemate at the finish caused much amusement to all excepting White.]

Game 124, played on the 2nd of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
B. ENGLISH.	H. E. BIRD.		
1 P to Q 4	P to K B 4 (A)	26 P to Q 5	P t. P at B 3
2 P to Q B 4	Kt to K B 3	27 R to R 4	R to B 7 ch
3 Kt to Q B 3	P to K 3	28 K to Kt 3	P to B 7
4 P to Q R 3	B to K 2	29 R to B 4	P to K 5
5 B to K B 4 (B)	Castles	30 R to B 3	B to R 3 (E)
6 P to K 3	P to Q Kt 3	31 R t. P	R t. R
7 Kt to B 3	B to Kt 2	32 K t. R	K to B 2
8 B to Q 3	Kt to K 5	33 P to K 4	B to Kt 4
9 P to K R 4	Kt t. Kt	34 K to K 3	P to Q R 4
10 P t. Kt	B to Q 3	35 Kt to R 4	B to R 5
11 B t. B	P t. B	36 K to Q 2	K to B 3
12 Q to Q B 2	P to K R 3	37 Kt to B 3	P to Q Kt 4
13 P to K R 5	Kt to B 3	38 K to B sq	P to Q Kt 5
14 Kt to R 4	Kt to R 4	39 P t. P	P t. P
15 P to K B 3	R to B sq	40 Kt to Q 2	B to Kt 4
16 P to Kt 4	Kt t. Q B P	41 K to Kt 2	K to Kt 4
17 B t. Kt	R t. B	42 K to Kt 3	K t. P
18 P t. P	Q to Kt 4	43 K t. P	B to Q 6
19 K to B 2	K R to Q B sq (C)	44 K to R 5	K to Kt 5
20 Q R to K Kt sq	R t. B P	45 K to Kt 6	K to B 5
21 Q t. R	R t. Q	46 K to B 7	B t. P
22 R t. Q	P t. R	47 K t. P at Q 2	B t. Q P
23 Kt to Kt 6	K to B 2	48 K t. P	B to R 7
24 Kt to R 8 ch	K to Kt sq	49 Kt to B sq	P to K 5
25 Kt to Kt 6	P to K Kt 5 (D)	50 K to K 7	K t. P
		51 Kt to Kt 3 ch	K to K 4

White.	Black.
52 K to B 8	P to Kt 4
53 K to Kt 7	K to B 5
54 Kt to K R 5 ch	K to B 6
55 K to B 6	P to K 6
Resigns.	

[The notes are by Mr. H. E. Bird.]

(A) If the view of the very highest authorities that P to K B 4 for opening move of first player is not advisable, the reasons for second player not adopting it should be still more forcible. My opinion is that P to K B 4 is the best move on the board for the party commencing. It at once effects something by stopping P to K 4. I speak with the utmost diffidence and respect, knowing that Zukertort, Steinitz, Blackburne, and Mason all oppose it, and never adopt it. On the other hand, it is only right to mention that both Anderssen and Morphy approved it for first player. At the same time I cannot quote any great authority (except practice) to justify its adoption for second.

(B) A very favourite move of Mason's, and also of Blackburne's. Harrwitz used to adopt it so successfully that Morphy expressed a high opinion of it. I boldly oppose the B at B 4 by B at Q 3, and have been fortunate with it against both Mason and Blackburne. In

the very fine game won by Steinitz playing second against Mason the latter adopted it, but showed an unusual lack of judgment. In his succeeding moves he allowed his Bishop thus placed at B 4 to be attacked by P at K 4 and taken off by Kt, which proved fatal to him. The opening moves were :

MASON.	STEINITZ.
--------	-----------

1 P to Q 4	P to Q 4
2 B to K B 4	P to Q B 4

3 P t. P, and he thus allowed his opponent to take possession of the centre of the board with P to K B 3 and P to K 4, and got a wretched game.

(C) I considered that the possession of the Q B file was more than an equivalent for White's attack, which, moreover, I did not regard with great apprehension.

(D) Quite necessary to play thus without loss of time, as White could otherwise play P to R 6, threatening to draw, make a Queen, or checkmate.

(E) After the exchange of Rooks the end-game became very interesting. Black's extra Pawn on the Queen's side required so much attention from White King that Black was enabled to get his majesty to K B 5 just in time to secure victory.

Game 125, played on the 1st of May.

RUY LOPEZ.

White.	Black.	White.	Black.
A. SELLMAN.	B. ENGLISH.		
1 P to K 4	P to K 4	6 P to K 5	Kt to K 5
2 K Kt to B 3	Q Kt to B 3	7 Castles	Kt to B 4
3 B to Kt 5	P to R 3	8 B t. Kt	Q P t. B
4 B to R 4	Kt to B 3	9 Kt t. P	Kt to K 3
5 P to Q 4	P t. P	10 Kt to B 5 (A)	Q t. Q
		11 R t. Q	P to K Kt 3

White.	Black.
12 Kt to Kt 3	B to Kt 2
13 P to K B 4	Castles
14 Kt to K 4	P to B 3
15 P t. P	B t. P
16 Kt t. B ch	R t. Kt
17 P to K Kt 3	Kt to Kt 2
18 P to Q Kt 3	B to Kt 5
19 R to K sq	R to Q sq
20 B to Kt 2	R to K 3
21 B to K 5	Kt to K sq
22 Kt to R 3	P to Q Kt 4
23 P to B 3	R to Q 7
24 Kt to Kt sq	R to Q Kt 7
25 R to K B sq (B)	R to K 7
26 Kt to R 3	Kt to Q 3
27 R to B 2	R t. R
28 K t. R	Kt to B 2
29 R to K sq (C)	Kt t. B
30 P t. Kt	B to B 4
31 K to B 3	P to K R 4
32 K to B 4	K to B 2
33 Kt to Kt sq	R to K sq

White.	Black.
34 Kt to Q 2	R to Q sq
35 Kt to B 3	P to B 4
36 P to K R 4	R to Q 6
37 R to Q B sq	K to K 2
Drawn game.	

(A) Leading to early exchanges and portending a draw.

(B) 25 P to Q B 4 seems the most effectual way of securing the draw, for which both are playing.

(C) If White takes the offered doubled Pawn it is clear that he will lose the K R P in return, or be subject to perpetual check:

29 B t. P	R to K 7 ch
30 K to Kt sq	B to B 6
31 R to K B sq	R to Kt 7 ch,
and Black has a perpetual check.	

Game 126, played on the 5th of May.

FRENCH GAME.

White. B. ENGLISH.	Black. A. SELLMAN.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 Kt to Q B 3	Kt to K B 3
4 B to K Kt 5	B to K 2
5 P t. P	P t. P
6 Kt to B 3	B to K 3
7 B to Q 3	Kt to B 3
8 Castles	P to K R 3
9 B t. Kt	B t. B
10 B to Kt 5	Q to Q 3
11 Kt to K 5	Castles KR(A)
12 P to B 4	Kt to K 2
13 Kt to K 2	P t. B 4
14 P to B 3	P t. P
15 P t. P	Q to Kt 5
16 Q to Kt 3	Q t. Q
17 P t. Q	P to Q R 3

White.	Black.
18 B to Q 3	B to B 4
19 B t. B	Kt t. B
20 Kt to Q 7	K R to K sq
21 Kt t. B ch	P t. Kt
22 Kt to B 3	Kt t. P
23 Kt t. P	R to K 7
24 Q R to Q sq	Kt to B 4 (B)
25 R to B 2	R t. R
26 K t. R	R to Q B sq
27 R to Q 2	K to Kt 2
28 K to B 3	R to B 7 (C)
29 R t. R	Kt to Q 5 ch
30 K to K 4	Kt t. R
31 P to Q Kt 4	K to Kt 3
32 P to K Kt 3	P to B 4 ch
33 K to K 5	P to B 3 ch
34 K to Q 6	K to B 2
35 K to Q 7	P to K R 4

White.	Black.
36 P to R 4	Kt to Q 5
37 Kt to K 3	Kt to B 3
38 Kt to B 2	Kt to K 2
39 K to Q 6	P to Kt 4
40 Kt to K 3 (D)	Kt to B sq ch
41 K to B 7	Kt to K 2
42 K to Q 7	Kt to Kt 3
43 Kt t. P	Kt to B sq ch
44 K to Q 6	Kt to Kt 3
45 Kt to K 3	Kt to K 2
46 P to B 5	Kt to Kt sq
47 K to B 5	K to K 2
48 Kt to Q 5 ch	K to Q 2 (E)
49 Kt to B 4	Kt to K 2
50 Kt t. P	Kt t. P
51 Kt t. P ch	K to K 3
52 Kt to Q 5 (F)	K to Q 2
53 P to R 5	Kt t. P
54 P to R 6	Kt to K 5 ch
55 K to Kt 6	Kt to Kt 4
56 K t. R P	K to Q 3
57 Kt to B 3	K to B 3
58 Kt t. P	Kt to R 2
59 Kt to R 7 ch	K to B 2
60 P to Kt 5	K to Kt sq
61 P to Kt 6	Resigna.

(A) If 11 B t. Kt, 12 P t. B, Q t. P, 13 R to K sq, Q to Q 3, 14 Kt t. P, recovering the Pawn with an equal game.

(B) The simple move 24 . . . Kt t. P seems better, and unless White play R to B 2 would result in the gain of both the Queen's Pawns, leaving two dangerous passed Pawns on the Queen's side. If 25 R to B 2, R t. R, 26 K t. R, K to Kt 2, and Black has won a Pawn.

(C) An injudicious exchange of Rooks, throwing away all chance of the draw for which Black is playing. The White King enters the game, while the Black King is hopelessly confined.

(D) White has manœuvred admirably, and Black cannot now avoid the loss of a Pawn.

(E) Black has only a choice of evils. If he goes to the Queen's side he must lose his King's Pawns; if he sticks to that side of the board his Queen's Pawns will both fall.

(F) The game is now lost however Black play: the passed King's Rook's P occupies the Knight and the Queen's Pawns must fall. The end-game as played by Englisch from the 34th move is a perfect specimen of patient skill. In such positions, as Mr. Cochrane was fond of saying, there is no hurry.

Game 127, played on the 3rd of May.

FOUR KNIGHTS' GAME.

White.	Black.
S. ROSENTHAL.	B. ENGLISH.
1 P to K 4	P to K 4
2 Kt to Q B 3	Kt to Q B 3
3 Kt to B 3	Kt to B 3
4 B to Kt 5	B to Kt 5
5 Castles	B t. Kt
6 Kt P t. B	Castles (A)
7 B t. Kt	Kt P t. B
8 P to Q 3	P to Q 3
9 B to K 3	P to B 4
10 P to B 4	P to K R 3
11 Kt to K sq	Kt to Kt 5
12 P to K R 3	Kt t. B

White.	Black.
13 P t. Kt	P to B 4
14 P t. P	B t. P
15 P to K 4	B to K 3
16 Kt to B 3	R to Kt sq
17 R to Kt sq	Q to Q 2

Drawn game. (B)

(A) Taking the K P with Kt would be obviously bad.

(B) All comment on such a game is superfluous. Neither party is in earnest, and the draw is offered and accepted at the first decent opportunity.

Game 128, played on the 2nd of June.

RUY LOPEZ.

White.	Black.	White.	Black.
B. ENGLISH.	S. ROSENTHAL.		
1 P to K 4	P to K 4	26 R t. P	R t. P
2 K Kt to B 3	Q Kt to B 3	27 K to B 2	P to Kt 3
3 B to Kt 5	Kt to B 3	28 R to Q 7	R to Kt 3
4 P to Q 3	B to B 4	29 K to Kt 3	K to Kt 2
5 Castles	P to Q 3	30 R to K 7	P to R 4
6 Kt to B 3	Castles	31 P to K 5	P t. P
7 B to K 3	B to Kt 3	32 R t. P	K to B 3
8 B t. Kt	P t. B	33 R to R 5	R to Kt 5
9 P to Q 4	Kt to Kt 5	34 P to R 4	R to Q 5
10 R to K sq	Kt t. B	35 R to Kt 5	K to K 3
11 P t. Kt	P t. P	36 R to R 5	R to Q 4
12 P t. P	B to Kt 5	37 R to R 7	P to B 3
13 Q to Q 3	Q to B 3	38 R to R 4	P to Kt 4
14 Q R to Q sq	B t. Kt	39 R to Q Kt 4	K to B 4
15 P t. B	P to B 4	40 R to R 4	R to Q 6
16 Kt to Q 5	Q t. Q P	41 R to R 5 ch	K to Kt 3
17 Q t. Q	P t. Q	42 P t. P	P t. P
18 P to Q R 3	P to Q 6 ch	43 R to R 6 ch	K to B 4
19 Kt t. B	P t. P	44 R to R 5 ch	K to B 3
20 Kt t. R	P t. R, Q's	45 R to R 6 ch	K to K 4
21 R t. Q	R t. Kt (A)	46 R to K R 6	R to Q 3
22 R to Q B sq	P to Q B 4		
23 P to Kt 4	P t. P		
24 P t. P	K to B sq		
25 R to B 7	R to Kt sq		

Drawn game.

(A) Black has succeeded in winning a P, but the position does not allow of more than a draw.

Game 129, played on the 4th of May.

RUY LOPEZ.

White.	Black.	White.	Black.
S. WINAWER.	B. ENGLISH.		
1 P to K 4	P to K 4	11 Q to Kt 3	P to K Kt 4
2 Kt to K B 3	Kt to Q B 3	12 P to Q R 4	P to Kt 3
3 B to Kt 5	P to Q R 3	13 B to K 3	Kt to K 2
4 B t. Kt (A)	Q P t. B	14 P to K B 3	Kt to Kt 3
5 Castles	B to K Kt 5 (B)	15 Q to K sq	P to Q R 4 (C)
6 P to K R 3	B t. Kt	16 Q to B 3	B to Kt 5
7 Q t. B	Q to Q 3	17 Q to Kt 3 (D)	Q to K 2
8 P to Q 3	P to B 3	18 P to Kt 3 (E)	P to R 4
9 Kt to Q 2	Castles	19 K to Kt 2	P to R 5
10 Kt to B 4	Q to K 3	20 P to Kt 4	K R to K sq
		21 K to R 2	Kt to B sq

N

White.	Black.
22 P to B 3	B to B 4
23 Q R to Q sq	Kt to K 3
24 Q to B 2	B t. B
25 Kt t. B	Q to B 4
26 Kt to B 5	R to Q 2
27 R to Q 2	K R to Q sq
28 K R to Q sq	Kt to B 5
29 P to Q 4	Q to B 5
30 P to Q 5 (!) (F)	P t. P
31 P t. P	K to Kt sq (G)
32 Q to K 4	Q t. Q
33 P t. Q	K to Kt 2
34 R to K B 2 (H)	P to B 3 (I)
35 P to B 4	P to B 4
36 Kt to K 3	R to K sq
37 R to Q R sq	K R to K B sq
38 R to R 3 (J)	R to Q B sq
39 R to Kt 3	R to K B sq
40 Kt to B 2	R to Q R sq
41 K to Kt sq	R to K sq
42 K to B sq (K)	R to Q R sq
43 R fr. B 2 to B 3	R to K sq
44 Kt to K 3	R to K B sq
45 Kt to B 5	R to K sq
46 R to Kt 5	K to R 2
47 P to Kt 4 (!) (L)	R P t. P
48 P to R 5	R to Q Kt sq
49 R to Q Kt 3	R to Q B 2
50 R to Kt sq	R to Q 2
51 R to R sq (!) (M)	R fr. Kt sq to Kt 2
52 P t. P ch	K to Kt sq
53 R to R 6	R to Q sq
54 R t. B P	Kt t. R P
55 R fr. B to R 5	K to B sq
56 P to B 5	P to Kt 6
57 P to B 6 (!) (N)	P to Kt 7

White mates in two moves.

[Notes by Mr. Steinitz, from
Turf, Field, and Farm.]

(A) Mr. Teed adopted this variation successfully against Steinitz, during the latter's visit to New York. We do not think, however, that by proper play the first player ought to obtain any advantage in this form of attack.

(B) We prefer 5 Q to B 3.

(C) Black would have done better to press the attack on the K's side

more systematically by P to K R 4 at once.

(D) Threatening to win the Q by Kt t. P ch.

(E) By driving the hostile Q from K 3 White has gained time for this important defensive measure.

(F) Excellent play. White presses his attack with great energy.

(G) If Kt t. P, White would answer Q to K 4, winning at least the exchange, *e.g.* :

31 Kt t. P
32 Q to K 4 Q t. Q (best);

for if Q to B 4 or Kt 6, White would take the Kt with R, and win at once by Kt to K 7 if K retakes.

33 P t. Q Kt to B 5

34 Kt to K 7 ch, and wins.

(H) By this fine move the adversary is prevented from bringing the Kt over to the Q side by K 3.

(I) If Kt to K 3, White would have won easily.

34 Kt to K 3

35 P t. Kt R t. R

The reason why the other R has been removed will now be perceived. It was to prevent its being captured with ch.

36 Kt to Kt 7, and wins.

(J) While Black can do nothing, White is preparing a series of manœuvres which in their context form one of the most beautiful ending compositions in actual play.

(K) All necessary for his plan. He will not allow the adverse Kt entrance into his game at K 7.

(L) At last the extraordinarily deep plot comes to a head. Everything is protected on White's side, and by splendid strategy he has prepared victory on the Queen's wing.

(M) The execution of the plan is quite in keeping with the whole masterly design.

(N) An elegant finish to a most beautiful ending.

Game 130, played on the 10th of May.

RUY LOPEZ.

White.	Black.	White.	Black.
H. ENGLISH.	J. MORTIMER.		
1 P to K 4	P to K 4	39 R (B sq) to B 5	K to Kt 3
2 K Kt to B 3	Q to Kt B 3	40 B to B 2	K to Kt 2
3 B to Kt 5	Kt to B 3	41 R to Kt 5 ch	K to B sq
4 P to Q 3	Kt to K 2	42 B to B 5	R to Q B 2
5 Kt to B 3 (A)	P to B 3	43 R to K 6	R (B 2) to B 3
6 B to B 4	P to Q 4	44 R to K 2	R to B 2
7 B to Kt 3	Kt to Kt 3	45 K to R 2	P to Kt 3
8 Castles	B to K Kt 5	46 K to R 3	P to Q R 4
9 P to K R 3	B to K 3	47 B to Kt 6	R to K Kt 2
10 P t. P	P t. P	48 K to R 4	K to Kt sq
11 P to Q 4	P to K 5	49 B t. P	R t. R
12 Kt to K 5	B to Q 3	50 K t. R	Kt to K 5 ch
13 B to Kt 5	B to B 2 (B)	51 K to B 4	K to Kt 2
14 P to B 3	P t. P	52 B to B 3	R to B 3 ch
15 B to R 4 ch	K to B sq	53 K to K 3	Kt to Kt 6
16 Kt t. B P	P to K R 3	54 R to K sq	R to B 4
17 B to K 3	R to B sq	55 K to Q 3	K to B 3
18 Kt to K 2	Kt to K 5	56 R to K 8	K to Kt 4
19 P to B 3	P to B 4	57 R to Kt 8 ch	Resigns. (D)
20 B to Q B 2	K to Kt sq		
21 Kt to Q 2	Q to R 5		
22 Q to K sq	Q to K 2		
23 Kt to B 4	B t. Kt		
24 B t. B	Kt t. B		
25 R t. Kt	P to K Kt 4		
26 R to K B sq	P to K R 4		
27 Kt to B 3	R to R 2		
28 P to K R 4	P t. P		
29 Q t. P	Q t. Q		
30 Kt t. Q	R to B sq		
31 Kt to Kt 6	Q R to B 2		
32 Kt to B 4	R to R 3		
33 B to Kt 3	R to Q 2 (C)		
34 Kt t. B	R t. Kt		
35 R t. P	Kt to B 3		
36 Q R to K B sq	K to Kt 2		
37 R to Kt 5 ch	K to R 3		
38 R to K 5	R (K 3) to Q 3		

(A) Taking the offered Pawn would cost a piece.

5 Kt t. P P to Q B 3
6 B moves Q to R 4 ch,
winning the Kt.

(B) The object of this move is not very evident.

(C) This move loses a Pawn quite needlessly. 33.... Kt to Q 7 would avoid any loss.

(D) His best move is to go to B 5 and be mated: otherwise he loses the Kt and dies of slow torture. Mr. Mortimer played very weakly in the early games of the Tournament, but improved by practice.

Game 131, played on the 14th of May.

RUY LOPEZ.

White.	Black.	White.	Black.
B. ENGLISH.	G. H. MACKENZIE.		
1 P to K 4	P to K 4	22 R to Q sq	Q to Q B 4
2 Kt to K B 3	Kt to Q B 3	23 P to K R 4	K to Kt 2
3 B to Q Kt 5	P to Q R 3	24 P to R 5	P to K B 4
4 B to Q R 4	Kt to K B 3	25 P t. K Kt P	R P t. P
5 P to Q 3	P to Q 8	26 B to Q 5 (A)	P t. P
6 Kt to Q B 3	B to Q 2	27 B t. B	Q t. B
7 Castles	B to K 2	28 P to Q Kt 3	R to K B 2
8 P to Q 4	P to Q Kt 4	29 R to Q 8	Q to Q B 4 (B)
9 P t. K P	Q Kt t. K P	Drawn game.	
10 Kt t. Kt	P t. Kt	(A) Losing a Pawn, which could not, however, be saved without subjecting White to a strong attack.	
11 B to Kt 3	Castles		
12 B to K Kt 5	P to Q R 4	(B) Black is content to have escaped all possible dangers, and offers a draw; there seems no reason why he should not have attempted to turn his numerical superiority to some account by 29 R to B 3, and 30 R to Q 3.	
13 B t. Kt	B t. B		
14 P to Q R 4	P to Kt 5		
15 Kt to Q 5	R to Q R 3		
16 Q to K 2	R to Q 3		
17 K R to Q sq	B to K Kt 4		
18 Kt to K 3	B t. Kt		
19 Q t. B	B to Q B 3		
20 Q to K 2	P to K Kt 3		
21 R t. R	Q t. R		

Game 132, played on the 16th of May.

RUY LOPEZ.

White.	Black.	White.	Black.
G. H. MACKENZIE.	B. ENGLISH.		
1 P to K 4	P to K 4	18 Q R to Q B sq	K R to K sq
2 Kt to K B 3	Kt to Q B 3	19 R to K B 3	P to K B 3
3 B to Kt 5	P to Q R 3	20 R to K R 3	P to Q B 4
4 B to Q R 4	Kt to K B 3	21 P t. Q B P	K B P t. P
5 P to Q 4	P t. P	22 P t. P	R t. K P
6 Castles	B to K 2	23 B to Q 4	R to Q 4
7 P to K 5	Kt to K 5	24 B t. Kt P	B t. P ch
8 Kt t. Q P	Kt to Q B 4	25 K to R sq	
9 B t. Kt	Q P t. B	Drawn game. (B)	
10 B to K 3	Kt to K 3	(A) The eager desire of both parties to make exchanges shows that they have no higher aspiration than to secure a draw.	
11 P to Q B 3	Kt t. Kt		
12 P t. Kt	B to K 3	(B) Which is now accepted, as some players would think, slightly prematurely. The position admits of much interesting play.	
13 Kt to Q B 3	Q to Q 2		
14 P to K B 4	Castles Q R		
15 Q to K B 3	B to Q 4		
16 Kt t. B	Q t. Kt		
17 Q t. Q	R t. Q (A)		

Game 133, played on the 22nd of May.

SICILIAN.

White.	Black.	White.	Black.
B. ENGLISH.	G. H. MACKENZIE.		
1 P to K 4	P to Q B 4	15 B to B 4	P to B 3
2 Kt to Q B 3	P to K 3	16 B to Q 6	B t. B
3 Kt to K B 3	Kt to Q B 3	17 Q t. B	
4 B to K 2	Kt to K B 3	Drawn game. (B)	
5 Castles (A)	P to Q 4	(A) 5 P to Q 4 before Castling	
6 P t. P	Kt t. P	is far more in accordance with the	
7 Kt t. Kt	Q t. Kt	principle of the Sicilian.	
8 P to Q 3	B to Q 3	(B) One of the most flagrant	
9 Kt to Q 2	Kt to Q 5	examples of a premeditated draw	
10 B to K B 3	Kt t. B ch	throughout the Tournament, show-	
11 Q t. Kt	Castles	ing the uselessness of making	
12 Kt to K 4	B to K 2	players play out a draw thrice, if	
13 B to K 3	P to Q Kt 3	contented with that result. Such	
14 Q to K Kt 3	K to R sq	mockeries of games defy comment.	

Game 134, played on the 31st of May.

RUY LOPEZ.

White.	Black.	White.	Black.
B. ENGLISH.	S. ROSENTHAL.		
1 P to K 4	P to K 4	23 Q to Kt 4	Q to Kt 4
2 Kt to K B 3	Kt to Q B 3	24 Q to Q 4	Q to K 4 (E)
3 B to Kt 5	Kt to B 3	25 Q to Q 2	Q to K Kt 4
4 P to Q 3	B to B 4 (A)	26 Q to K B 2	B to K 3
5 Kt to B 3	P to Q 3	27 P to Q B 4	P to Q Kt 3
6 Kt to Q 5	P to Q R 3	28 B to B 2	P to Q R 4
7 B to R 4	P to R 3 (B)	29 P to Q R 3	Q to Q B 4
8 P to B 3	B to Q 2	30 B to R 4	B to Q 2
9 B to K 3	B t. B	31 B t. B	R t. B
10 Kt t. B	Kt to K 2	32 Q to Q 2	R (Q 2) to Q
11 B to B 2	Kt to Kt 3		sq (F)
12 P to Q 4	Q to K 2	33 P to Q Kt 4	P t. P
13 Castles	Castles K R	34 P t. P	Q to K Kt 4
14 R to K sq (C)	Kt to R 2 (D)	35 Q to K B 2	R to R sq
15 Kt to B 5	Q to B 3	36 Kt to B 5 (G)	Q to B 5
16 P t. P	Kt t. P	37 R to K B sq	Q to K 4
17 Kt t. Kt	Q t. Kt	38 Q to Q 4	Q t. Q (H)
18 Kt to K 3	Kt to B 3	39 Kt t. Q	K R to Q B sq
19 Q to Q 4	K R to K sq	40 Kt to Kt 5	R t. R
20 P to B 3	Q R to Q sq	41 R t. R	K to B sq
21 B to Kt 3	R to K 2	42 R to R 7	Kt to K sq
22 K R to Q sq	Q R to K sq	43 Kt to Q 4	K to K 2
		44 P to Kt 5 (I)	P to Kt 3

White.	Black.
45 K to B 2	Kt to Kt 2
46 Kt to B 6 ch	K to Q 2
47 Kt to Kt 4	Kt to K sq
48 Kt to Q 5	K to K 3 (J)
49 P to B 4	P to R 4
50 P to R 3	P to K B 3
51 K to B 3	P to K B 4
52 P t. P	P t. P
53 P to Kt 3	R to Q sq (K)
54 Kt t. P ch	Kt t. Kt
55 R t. Kt	R to Q R sq
56 P to R 4	R to R 6 ch
57 K to Kt 2	R to R 7 ch
58 K to R 3	R to Q B 7
59 R to B 6	K to Q 2
60 R t. P	R t. P
61 R to R 6	R to Kt 5
62 R to R 7 ch (L)	K to K 3
63 R to K R 7	R t. P
64 R t. P	P to Q 4
65 R to R 6 ch	K to K 2
66 K to Kt 2	P to Q 5
67 K to B 2	R to Kt 7 ch
68 K to K sq	R to K Kt 7
69 R to K Kt 6	P to Q 6
70 P to R 5	K to B 2
71 R to Kt 5	K to B 3
72 K to Q sq	R to K R 7
73 P to R 6 (M)	R t. P
74 K to Q 2	R to R sq
75 K t. P	R to Q sq ch
76 K to K 3	R to Q R sq
77 R to R 5	R to R 6 ch
78 K to B 2	K to Kt 3
79 R to R sq	R to Kt 6
80 K to Kt 2	R to R 6
81 R to Q B sq	R to Kt 6
82 R to B 6 ch	K to R 4
83 R to B 8	K to Kt 3
84 K to R 3	R to R 6
85 K to R 4	R to Kt 6
86 R to B 6 ch	K to B 2
87 R to K R 6	R to R 6
88 R to Q Kt 6	R to B 6
89 R to Kt 8	R to R 6
90 R to K R 8	R to Kt 6
91 R to R 5	K to B 3
92 R to R 8	R to B 6

Drawn after a few more moves.

(A) Mr. Rosenthal frequently plays his B thus, though it was

long considered dangerous in the Ruy Lopez. It seems to lead to an even game, but requires great care in the defence.

(B) Necessary to prevent some loss.

8 P to Q Kt 4,

the only other move, would leave White with the better game.

(C) Threatening 15 Kt to K B 5, when the Knight cannot be taken without the loss of a Pawn.

(D) To make an opening for the Queen.

(E) Black is so confined that he would be happy to escape with a draw.

(F) A necessary precaution, to enable him to open his Q R file and endeavour to bring his cramped Rooks into play.

(G) To prevent Q to K 4, which would give Black possession of the Queen's Rook file.

(H) This exchange is in White's favour, as it brings the Knight into powerful co-operation with the Rooks against Black's weak Pawn on the Queen's side. There seems no objection to retreating the Q to K 3.

(I) Effectually blocking the advance of the Queen's Pawns for the rest of the game.

(J) 48 . . . K to Q sq would have preserved the Pawn for a time, and at the utmost Black can only hope to draw in such a confined position.

(K) Black is now compelled to abandon the P, which is lost whether he move K, or Kt, or R. He chooses the least evil.

(L) Pushing the Pawn would cause its immediate loss. Against correct play White can now only

draw the game in spite of his extra Pawn. He makes every effort to win, but is foiled by M. Rosenthal's correct defence.

(M) There is nothing better, but after this the Black King being in front of the Pawn the draw is certain.

Game 185, played on the 22nd of June.

RUY LOPEZ.

White.	Black.	White.	Black.
S. ROSENTHAL.	H. ENGLISCH.		
1 P to K 4	P to K 4	39 R to R 8	K to B 2
2 Kt to K B 3	Kt to Q B 3	40 R to R 2	P to B 4
3 B to Kt 5	P to Q R 3	41 B to K 3	R to Q 8
4 B to R 4	Kt to B 3	42 R to Q 2	R to Q Kt 8
5 P to Q 4	P t. P	43 P to K Kt 4	P to Kt 4
6 Castles	B to K 2	44 P to B 5	P to R 4
7 P to K 5	Kt to K 5	45 R to Q 7 ch	K to K sq
8 Kt t. P	Kt to B 4	46 R to Kt 7	R t. P (B)
9 B t. Kt	Q P t. B	47 R to Kt 8 ch (C)	K to B 2
10 B to K 3	Castles	48 P t. P ch	K t. P
11 Kt to Q B 3	P to K B 3	49 R t. B	P to Kt 5
12 P t. P	R t. P	50 R to Q B 8	P to Kt 6
13 K Kt to K 2	B to B 4	51 R to B 6 ch	K to B 2
14 Q t. Q	R t. Q	52 P to Kt 6 ch	K to K sq
15 Q R to B sq (?) (A)	B to Kt 3	53 P t. P	P t. P
16 Kt to Kt 3	R to K 3	54 R t. P	P to R 5
17 Q Kt to K 2	Kt to K 5	55 R to Q 5 (!) (D)	R to B 7
18 Kt to B 4	R to K 4	56 B to Kt 5	R t. P ch
19 Kt t. B	P t. Kt	57 K to K 2 (E)	R to B sq
20 B to B 4	Kt t. Kt	58 R to Kt 5	R to R sq
21 R P t. Kt	R to K 7	59 R to Kt 7	P to R 6
22 K R to K sq	R t. R ch	60 B to B 6 (!) (F)	P to Kt 7
23 R t. R	B to B 3	61 B t. K Kt P (G)	R to R 3
24 P to Q B 3	R to Q 2	62 R to Kt 8 ch	K to Q 2
25 K to B sq	K to B 2	63 B t. P	R t. P
26 K to K 2	P to B 4	64 K to B 3	P t. B
27 R to Q sq	R to K 2 ch	65 R t. P	K to K 2
28 B to K 3	P to B 5	66 K to B 4	K to B 2
29 R to Q 5	P to Kt 3		
30 P to K Kt 4	K to K 3		
31 R to Q 8	R to B 2		
32 R to K 8 ch	K to Q 4		
33 P to Kt 5	B to K 2		
34 P to B 4	K to B 3		
35 P to K Kt 3	K to Q 2		
36 R to K Kt 8	B to B sq		
37 B to Q 4	K to K sq		
38 K to B 3	R to Q 2		

Drawn game. (H)

(A) 15 Kt to Q 4 seems better.

(B) Intending to sacrifice the Bishop in the hope of winning by the Pawns on the Queen's side.

(C) If:

47 P to B 6 P t. P
48 P t. P B to Q 3 (!),

and though by playing B to R 6

White may win the B for his K B P, he would only draw.

(D) Threatening mate in 2, but as the move involved the certain loss of the Q B P, and great danger from the two passed Pawns, it required great nerve and accurate calculation before it was ventured.

(E) 57 K to K 4, bringing the K in reach of his Pawns, in combination with the following series of moves, might have won the game.

(F) Beautifully played. If the B be taken the Kt P queens.

(G) Were the K now at K 4 White would win. [See Note (E).] If 61 R to R 3, 62 K to B 5 (!), and Black cannot save the game. As it is the Black K, being in front of White's P, it becomes a well-known drawn position.

(H) The rapidity of Englisch's play, in connection with his extreme accuracy, is very remarkable. He only expended three-quarters of an hour of his own time throughout

this lengthy game. Of course he had for his own calculations the whole four hours employed by his adversary, who generally took his full allowance of time. An unfortunate episode occurred during this game. At a certain stage M. Rosenthal, who is of a nervous disposition, had neglected his score, was unaware of the exact number of moves played, and applied to Mr. Englisch for the information, which he refused to supply, stating that it was his opponent's duty to keep his own score. In this contention he may have been legally right, but the refusal was not made in that spirit which should animate generous opponents. As it happened the incident occurred at the 46th move, when M. Rosenthal was in no danger of losing the game through the time limit, but he went on to the close of the game in blissful ignorance of whether he was or was not in danger. The point perhaps requires definite regulation in any future Tournament.

Game 136, played on the 23rd of June.

FOUR KNIGHTS'.

White.	Black.	White.	Black.
B. ENGLISH.	S. ROSENTHAL.		
1 P to K 4	P to K 4	16 P t. P	R to K 4 (?)
2 Q Kt to B 3	Q Kt to B 3	17 P t. R	Q Kt t. K P (?)
3 Kt to B 3	Kt to B 3	18 P to B 4	Kt to Kt 3
4 B to Kt 5	B to Kt 5	19 B t. B	Q t. B
5 Castles	Castles (A)	20 B t. Kt	Q to K 3
6 P to Q 3	P to Q 3 (B)	21 P to K 5	P t. P
7 B to Kt 5 (C)	B t. Kt	22 P t. P	Kt to B 5 (?)
8 P t. B	P to K R 3 (D)	23 Q to B 3	Resigns.
9 B to K R 4	B to Kt 5		
10 P to K R 3	B to Q 2 (E)		
11 R to Kt sq	P to Q Kt 3 (?)		
12 P to Q 4	R to K sq		
13 R to K sq	P to Kt 4 (?)		
14 Kt t. Kt P (F)	P t. Kt		
15 B t. P	P t. P (?) (G)		

(A) This was the last game played in the Tournament, and yet I think the first in which this particular variation of the Four Knights' Game was played. Steinitz's defence, 3 P to K Kt 3, certainly did not turn out satis-

factorily in any instance, and there seems no other way of avoiding the double Ruy Lopez to which this Opening leads. Here, if Black play 5 P to Q 3, 6 Kt to Q 5 gives the better game. If 6 B to B 4, 7 P to Q 4, as played in one of Zukertort's games against Rosenthal, gives a decided advantage.

(B) This, or taking the Q Kt, is absolutely necessary to save the P.

(C) A move that cannot apparently be prevented, but which gives Black a most confined game.

(D) Perfectly useless, as M. Rosenthal in ordinary play would have seen that it could not be advantageously followed by advancing the Kt P. 8 Q Kt to K 2, at once accepting the doubled P, seems the best way to avoid any serious loss.

(E) Under the circumstances taking the Kt was less disadvantageous; the Kt P might then have been advanced on the B with comparative safety.

(F) A perfectly safe sacrifice.

(G) M. Rosenthal was evidently completely worn out by the continued hard work of the Tournament and physically unfit for Chess when he played this game, incredible on the part of the Paris champion, had we not seen a like breakdown on the part of our own, in his last three games.

15 K to Kt 2

is absolutely necessary.

16 R to K 3 Kt to K2 (best)
17 B t. Kt ch K t. B
18 P t. P ch K to Kt 2,

and Black has still some chances. Further comment is superfluous.



Game 137, played on the 1st of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
B. ENGLISH.	A. SELLMAN.		
1 P to Q 4	P to K 3	18 Q to Q 4 (B)	P to Q B 4
2 P to Q B 4	P to K B 4	19 P t. P <i>e.p.</i>	Kt t. B (C)
3 Q Kt to B 3	K Kt to B 3	20 P t. B	Q t. P
4 Kt to B 3	B to K 2	21 Q R to K sq	Kt to B 4
5 P to K 3	P to Q Kt 3	22 Q t. P	R to Q 2
6 B to K 2	B to Kt 2	23 Kt t. Kt	R t. Q
7 Castles	Castles	24 Kt t. Q	R to Q 2
8 P to Q Kt 3	P to Q 3	25 P to K B 4	R t. Kt
9 B to Kt 2	Q Kt to Q 2 (?)	26 P to K B 5	P t. P
	(A)	27 R t. P	R to K B sq
10 Kt to K Kt 5	Q to B sq	28 R t. R ch	K t. R
11 Kt t. K P	R to B 2	29 R to K 6	K to B 2
12 P to Q 5	P to Q R 3	30 R to R 6	K to Kt 2
13 B to Q 3	P to Kt 3	31 R to Q B 6	K to B 2
14 P to K 4	P t. P	32 P to B 5	P t. P
15 Kt t. K P	Kt t. Kt	33 R t. R P	R to B 2
16 B t. Kt	K B to B 3	34 P to K R 3	P to B 5
17 B t. B	Kt t. B	35 P t. P	R t. P
		36 P to Q R 4	P to R 4

White.	Black.
37 P to R 5	P to R 5
38 R to Q Kt 6	R to R 5
39 P to R 6	R to R 8 ch
40 K to R 2	K to K 2
41 R to R 6	R to R 5 (D)
42 P to R 7 (!)	Resigns.

(A) Owing to the form of close game which he has adopted, Black has a slightly inferior game; but this is a blunder, throwing away a P.

(B) Played to tempt P to Q B 4, and the simplifications that follow.

(C) Losing another P. 19 Bt. P was better.

(D) This is equivalent to placing the R *en prise*, as White's next move shows. 41 K to B 2 was the only chance left to fight for a draw against the two Pawns, which would certainly have been hopeless against Englisch.

Game 138, played on the 4th of June.

SICILIAN.

White.	Black.	White.	Black.
B. ENGELSCH.	H. E. BIRD.		
1 P to K 4	P to Q B 4	30 B to Q 3	P to Q 4
2 Kt to K B 3	Kt to Q B 3	31 Q to K sq	Q to B 6
3 Kt to B 3	P to K Kt 3	32 Q to K 3	Q to K B 3
4 P to Q 4	P t. P	33 P to B 4	R to B 6
5 Kt t. P	B to Kt 2	34 R to K 2	K R to B sq
6 B to K 3	Kt to B 3	35 Q to Kt 6	Q to Q sq
7 B to K 2	P to Q 3 (A)	36 Q to Q 4	Q to Q 3
8 Castles	Castles	37 Q to B 6	R to B 8
9 P to K R 3	B to Q 2	38 R (Q sq) to Q 2	Q to Kt 3
10 Q to Q 2	R to B sq	39 R to K B 2	R to K 8
11 Kt t. Kt	B t. Kt	40 K to Kt 2	Kt to R 4 (D)
12 P to B 3	P to Q R 3	41 Q to Kt 5	R to K 6
13 Q R to Q sq	Kt to R 4	42 R to B 3	R t. R
14 B to Q 4	Q to R 4	43 K t. R	Q to Kt 8 (!)
15 R to B 2	B t. B	44 R to Q B 2 (!)(E)	Q to Q 8 ch
16 Q t. B	Kt to B 5	45 K to K 3	P to Q 5 ch (F)
17 K to R 2	Q to K Kt 4	46 K t. P	Q to Kt 8 ch
18 P to K Kt 3	Kt to K 3	47 K to K 4	Kt t. P ch
19 Q to Q 2	Q to Q B 4	48 K to B 3	Q to Q 8 ch
20 B to Q 3	Q to Kt 3 (B)	49 K to K 3	Kt to B 8 ch
21 P to Kt 3	Q to B 4	50 K to Q 4	Q to R 8 ch
22 B to B 4	P to Q Kt 4	51 K to K 4	Q to K 8 ch
23 B to B sq (C)	B to Kt 2	52 K to B 3	Kt to Q 7 ch (G)
24 Kt to Q 5	B t. Kt	53 K to Kt 2	R to K B sq
25 P t. B	Kt to Kt 2	54 Q to K Kt 3	Q to Q 8
26 P to K R 4	P to K 4	55 P to R 5	P to K 4
27 P t. P <i>e.p.</i>	P t. P	56 P t. Kt P	Kt to K B 8
28 P to Q B 4	P t. P.	57 Q to R 3	P to K R 4
29 B t. P	P to Q R 4	58 Q to K 6 ch	K to Kt 2
		59 R to B 7 ch	Resigns. (H)

[The notes are by Mr. H. E. Bird.]

(A) This move I adopted now for the first time, having usually played P to K 3 at this point. I like this better, however.

(B) With the object of compelling advance of Q Kt P, which weakens White.

(C) Zukertort thought B t. Kt would have been the proper move. I should not have objected. With the two open files for my Rooks and the Pawns in the centre, my game, I think, would have been preferable.

(D) This is premature. R from B sq to B 8 would have been much better, if not unanswerable.

40	R to B 8
41 B to K B sq	R to K 6
42 R to Q 3	P to Q 5

And Black has a decided superiority in position.

(E) An excellent conception for forcing a draw.

(F) Black should not have sacrificed a valuable Pawn unless he could calculate on certain victory. Q to K 8 ch and R to K B sq was the proper play. White's King must go to B 3. Black then threatens P to K 4. White King must apparently retire to Kt 2. Q to K 6 would then be decisive.

(G) This check with the Knight at Q 7 loses the game unless Black takes R to secure a draw. This, of course, he has had on hand for some moves.

(H) Thus terminated a very critical and eventful game, Englisch remarking, with much candour, "I have picked it up in the street."

Game 139, played on the 8th of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. MORTIMER.	B. ENGLISH.		
1 P to K 4	P to Q 4 (A)	20 Kt t. Kt (E)	Q t. Kt
2 P t. P	Q t. P	21 R to R 3	Q to Kt 3
3 Kt to Q B 3	Q to Q sq	22 Kt to Kt 4	B to R 3 ch (!)
4 P to Q 4	P to K 8	23 K to Kt sq	Q t. Q
5 B to K 3	Kt to K B 3	24 Kt t. Q	R to Q 7
6 B to Q 3	B to K 2	25 R to Q B sq	B to Kt 2
7 Q Kt to K 2	P to Q Kt 3	26 R to Kt 3	Q R to Q sq
8 Kt to B 3	B to Kt 2	27 P to Kt 4	R to Q 8 ch
9 Kt to Kt 3	Q Kt to Q 2	28 R t. R	R t. R ch
10 P to B 3 (B)	Castles	29 K to B 2 (F)	R to Q 7 ch
11 P to K R 4	P to B 4	30 Resigns.	
12 P t. P	Kt t. P		
13 B t. Kt	B t. B		
14 Q to B 2	Q to B 2		
15 Kt to Kt 5	P to K R 3		
16 K to B sq	K R to Q sq		
17 Kt (Kt 5) to K 4	Kt to Kt 5 (C)		
18 R to K sq (D)	Kt t. P		
19 Kt t. B	Kt t. B		

(A) An opening which gives the second player an unquestionable disadvantage.

(B) White has now an excellent game, but his next few moves are not judicious.

(C) Threatening to take the

K B P with Kt, a move which Black evidently overlooks.

(D) He should have taken off the K B at once, and would have been under no serious disadvantage.

(E) Or he would lose the exchange as well as a Pawn.

(F) Black must win another Pawn, so it is as well to be hung for a sheep as a lamb.

Game 140, played on the 11th of June.

RUY LOPEZ.

White.	Black.
B. ENGLISCH.	S. WINAWER.
1 P to K 4	P to K 4
2 K Kt to B 3	Q Kt to B 3
3 B to Kt 5	Kt to Q 5 (A)
4 Kt t. Kt	P t. Kt
5 Castles	Q to Kt 4(?) (B)
6 B to B 4	P to Q Kt 4(?)
7 P to Q 3	Q to Q B 4
8 P to Q Kt 4 (!)	Q to Kt 3 (C)
9 B t. P ch (!)	K t. B
10 Q to R 5 ch	P to Kt 3 (D)
11 Q to Q 5 ch	K to Kt 2
12 Q t. R	Kt to K 2 (E)
13 P to Q R 4 (!)	B to Kt 2
14 P to R 5 (!)	Q to Q B 3 (F)
15 Q t. P	Kt to B 4 (G)
16 B to Kt 2	B to K 2
17 P to R 6 (!)	B to R sq
18 P to Q B 3 (!) (H)	R to K sq
19 P t. P	Q to B 7 (I)
20 B to B 3	B to K B 3
21 P to Q 5	Q t. Q P
22 B t. B ch	K t. B
23 P t. Kt	Q t. Q P
24 P to B 3	P t. P
25 Q to B 5 (J)	Q t. Q
26 P t. Q	R to K 4
27 R to Q B sq	P to R 4
28 Kt to R 3	B to B 3
29 Q R to Kt sq	P to R 5
30 P to R 3	K to Kt 4
31 R to Kt 4	R to K 7
32 P to B 4 ch	K to R 4
33 Kt t. P	B t. Kt
34 R t. B	R to R 7
35 P to B 6	P t. P
36 R t. P ch	Resigns.

(A) The validity of Mr. Bird's defence is very doubtful; it seldom answers in any one else's hands.

(B) A novelty, I think, of very dubious advantage. Such early sorties of the Queen are rarely commendable.

(C) Taking the Kt P would be worse, as White would first play B to R 3, and then continue as in the game, to even greater advantage.

(D) Necessary, to save the game. If 10 K to K 2, 11 B to Kt 5 ch; if 11 K to Q 3, 12 Q to B 7, wins; if 11 Kt to B 3,

12 P to K 5	P to K R 3
13 B to R 4	P to Kt 4
14 P t. Kt ch	Q t. P
15 R to K sq ch	K to Q 3
16 B to Kt 3 ch	K to B 3
17 B to K 5, and wins.	

(E) B to Kt 2 at once were certainly better, though it would still leave White with the better game.

12	B to Kt 2
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If:

13 Q to K 8	Kt to B 3
14 Q to K 5	B to Q 3
15 Q to Kt 5	B t. Kt P

If:

13 Q to Kt 8	B t. Kt P
14 P to Q R 4	Kt to B 3
15 P to R 5	Q to B 3
16 Q t. R P	B to B 4, wins.

13 Q to Q 8 (best) Q to B 3

14 Q to R 4 B t. Kt P

Black is better off than in the actual game, as the White Q is somewhat hampered, though he remains with the exchange ahead.

(F) 14 Q to R 3 is no better, as by playing Q to Kt 8 White forces the Q to B 3. White has escaped all possible dangers, and no ingenuity can now save Black's game.

(G) Black is one move behind-hand: he must guard the Q P, and though this Kt cannot be taken at once, it must soon fall or worse will happen.

(H) Taking the P at Q 5 would be clearly bad: this move leaves Black without resource.

(I) Black's game is utterly lost: he has no better move, as White threatened P to Q 5.

(J) Black might here with grace resign. The reader will be thankful to Mr. Winawer for having produced one of the liveliest games in the Tournament, and can only wish that his venture at originality had met with better success. Mr. Englisch's play has been admirable throughout.

Game 141, played on the 14th of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
G. H. MACKENZIE.	B. ENGLISH.	12 Castles	Q to B 2
1 P to Q 4	P to Q 4	13 R to K sq	Kt t. B
2 Kt to K B 3	P to K 3	14 Q t. Kt	B to Q 2
3 P to K 3	P to Q B 4	15 P to Q Kt 4	
4 P to Q B 4	Kt to K B 3	Drawn game.	
5 Kt to Q B 3	Kt to Q B 3	Another example of the impossibility of preventing players from drawing if they intend to do so. For players wishing to make a real contest the game would here begin, and not end.	
6 P to Q R 3	P t. Q P		
7 K P t. P	B to K 2		
8 P to B 5	Kt to K 5		
9 B to Q 2	Castles		
10 B to Q Kt 5	B to B 3		
11 B t. Kt	P t. B		

Game 142, played on the 16th of June.

SICILIAN.

White.	Black.	White.	Black.
B. ENGLISH.	G. H. MACKENZIE.	9 B to Q 3	P to Q 4
1 P to K 4	P to Q B 4	10 P t. P	Kt t. P
2 Kt to K B 3	Kt to Q B 3	11 B to Q 2	Kt t. Kt
3 Kt to Q B 3	P to K 3	12 B t. Kt	Q to K Kt 4
4 P to Q 4	P t. P	13 Q to K B 3	P to K 4
5 Kt t. P	B to Q Kt 5	14 Castles	Castles
6 Kt to Q Kt 5	Kt to K B 3	15 K R to K sq	B to K 3
7 P to Q R 3	B t. Kt ch	16 B to K 4	B to Q 2 (A)
8 Kt t. B	Q to R 4	17 Q to Q 3	Q R to Q sq

White.	Black.	White.	Black.
18 B t. R P ch	K to R sq	52 K to B 3	R to Q R 8
19 B to K 4	B to K B 4	53 P to Kt 4 ch	K to K 3
20 Q to K Kt 3	Q t. Q	54 B to Kt 3	R to Q R 7
21 R P t. Q	B t. B	55 K to B 4	Kt to K 4
22 R t. B	P to K B 3	56 R to Q 6 ch	K to K 2
23 R to K 2	R to B 2	57 R to Q Kt 6	R t. R P
24 P to B 4	P t. P	58 R t. Kt P ch	K to K 3
25 P t. P	K R to Q 2	59 R to Kt 6 ch	K to B 2
26 Q R to K sq	K to Kt sq	60 P to K Kt 5 (B)	Kt to Kt 3 ch
27 R to K 8 ch	K to B 2	61 K to B 5	Kt to K 2 ch
28 R t. R	R t. R	62 K to Kt 4	P t. P
29 K to B 2	R to Q 2	63 P to Q B 6	R to Q R 5
30 R to K 2	K to B sq	64 B to Q 6	Kt to Q B sq
31 R to Q 2	R to Q B 2	65 R to Kt 7 ch	K to K 3
32 K to B 3	K to B 2	66 B to B 5	P to R 4(!) (C)
33 R to Q 3	R to K 2	67 R to B 7	P t. P
34 P to Q Kt 3	R to Q B 2	68 R t. Kt	P to Kt 6 dis.ch
35 B to Q 2	Kt to K 2	69 K to Kt 3	P to Kt 7
36 P to Q B 4	Kt to Q B 3	70 R to Kt 8	R to Q B 5
37 B to K 3	P to K Kt 4	Drawn game.	
38 P to Q Kt 4	P t. K B P	(A) A rare oversight for so careful	
39 B t. B P	R to K 2	a player. This move loses a Pawn.	
40 P to B 5	P to R 3	(B) White has played hard to	
41 K to B 2	K to Kt 3	turn his Pawn superiority to account	
42 R to Q 6	K to B 4	and win this game, but his habit of	
43 K to B 3	K to Kt 3	exchanging and simplifying has	
44 P to Kt 3	K to B 2	here told against him, as for a long	
45 R to Q 3	K to Kt 3	time the position has portended a	
46 B to Q 6	R to K 8	draw.	
47 K to B 2	R to Q R 8	(C) This move secures the draw.	
48 B to B 4	K to B 4	Black is enabled to win both Pawns	
49 K to B 3	R to B 8 ch	by giving up his Knight, which	
50 K to K 2	R to Q R 8	puts an end to White's hopes.	
51 K to K 3	R to Q R 7		

Game 143, played on the 19th of June.

RUY LOPEZ.

White.	Black.	White.	Black.
G. H. MACKENZIE.	B. ENGLISCH.		
1 P to K 4	P to K 4	10 B to K 3	B to Q 2
2 Kt to K B 3	Kt to Q B 3	11 Q to Q 2	Kt to K R 2
3 B to Q Kt 5	P to Q R 3	12 Kt to K R 2	P to K Kt 4
4 B to Q R 4	Kt to K B 3	13 K R to K sq	Kt to K 2
5 Kt to Q B 3	B to Q Kt 5	14 B to Q Kt 3	Kt to Kt 3
6 Castles	Castles	15 Kt to K Kt 4	K to Kt 2
7 P to Q 3	B t. Kt	16 P to K B 3	Q to Q B sq (B)
8 P t. B	P to Q 3	17 P to Q 4	P to K B 3
9 P to K R 3 (A)	P to K R 3	18 Q R to Q sq	R to K R sq
		19 Kt to K B 2	K Kt to K B sq

White.	Black.
20 Kt to K R sq	Kt to R 5
21 B to K B 2	Kt (B) to Kt 3
22 B t. Kt	Kt t. B
23 Q to K B 2	Kt to Kt 3
24 Q to K B sq	Kt to B 5
25 Kt to K B 2	P to K R 4
26 Kt to Q 3	P to K R 5 (C)
27 Kt t. Kt	Kt P t. Kt
28 Q to Q B 4	R to K B sq
29 K to B 2	Q to Q sq
30 Q to Q 3	P to Q R 4
31 P to Q R 3	R to Q Kt sq
32 R to K 2	Q to K sq
33 K to K sq	P to Q Kt 3
34 B to Q R 2	

Drawn game. (D)

(A) Q B to Kt 5, as played by Englisch against Rosenthal in this position, seems much more attacking.

(B) The object of this move is not apparent.

(C) Giving up any idea of prosecuting his threatened attack, and content to obtain the draw, which will now score for both.

(D) It is monstrous that the game should have been abandoned in such a position—at least the form of changing off some more pieces should have been gone through.

Game 144, played on the 15th of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
B. ENGLISH.	DR. NOA.		
1 P to Q 4	P to K 3	27 P to Q R 4	R to B 2
2 P to Q B 4	P to Q 4	28 K to R 2	R to B 4
3 Q Kt to B 3	P t. P	29 Kt to Q 6	R to B 3
4 P to K 3	P to Q B 4	30 Kt to B 5 (F)	R to B 4(?) (G)
5 Kt to B 3	Q Kt to B 3	31 Kt to K 7 ch	K to Kt 2
6 B t. P	P t. P	32 R t. P	Kt to K 3
7 P t. P	Kt to B 3	33 P to Q Kt 4	R to B 7
8 Castles	B to K 2	34 Kt to B 5 ch	K to Kt 3(?) (H)
9 P to Q 5 (A)	P t. P	35 Kt to K 3	R to B 6(?) (I)
10 Kt t. P	Castles (B)	36 P to B 5 ch	K to Kt 4
11 Kt t. B ch	Q t. Kt	37 P t. Kt	P t. P
12 R to K sq	Q to B 4	38 Kt to B sq	P to K 4
13 P to Q Kt 3	B to Kt 5	39 R t. P	R to R 6
14 P to K R 3	Q R to Q sq (?)	40 P to R 5	P to K 5
15 Q to B 2 (C)	Q to B 4 (D)	41 R to R 7	R to Q Kt 6
16 Q t. Q	B t. Q	42 R t. P	R t. P
17 B to Kt 2	P to Q R 3	43 R to K 6	P to B 4
18 B t. Kt	P t. B	44 P to Kt 3	R to R 5
19 Kt to R 4	B to Q 6 (?)	45 P to R 6	R to R 6
20 B t. B	R t. B	46 K to Kt sq	R to R 4
21 Kt to B 5	Kt to K 4	47 Kt to K 3	R to R 6
22 Q R to Q sq	K R to Q sq	48 K to B 2	R to R 7 ch
23 R t. R	R t. R (?)	49 K to K sq	R to R 8 ch
24 P to B 4 (!)	Kt to Kt 3	50 K to Q 2	R to R 7 ch
25 R to K 8 ch (E)	Kt to B sq	51 K to B 3	R to R 6 ch
26 R to Kt 8	R to Q 2	52 K to Kt 4 (!)	R t. Kt
		53 P to R 7	Resigns.

(A) At once getting rid of the solitary Pawn.

(B) Most players would have changed Knights to preserve the Bishop.

(C) Threatening to win the Queen.

(D) If:

15	B to K 3
16 R t. B	Kt to Kt 5
17 Q to B 3	K Kt to Q 4
18 R to K 5, saving the piece.	

(E) By one or two weak moves on Black's part White has obtained

a minute advantage in position, which he improves to final victory.

(F) Taking the P with Kt were not good, as R to Kt 3 would then give Black the advantage.

(G) Losing a Pawn. R to Kt 3 would make it difficult for White to win.

(H) Retiring to Kt sq is less fatal than this advance.

(I) A final and irreparable blunder. Kt to Q sq still gave some chance of a draw.

Game 145, played on the 15th of May.

IRREGULAR OPENING.

White.	Black.
B. ENGLISH.	A. B. SKIPWORTH.
1 P to Q 4	P to K 3
2 P to Q B 4	Kt to K B 3
3 Kt to Q B 3	P to Q 4
4 P to K 3	B to K 2
5 Kt to K B 3	Castles
6 B to Q 3	P to Q B 4
7 P t. Q P	Q B P t. P (A)
8 Kt t. P	Kt t. P
9 Kt t. Kt	Q t. Kt
10 Castles	P to KKt3(B)
11 Q to K 2	P to K 4
12 Kt to Kt 5	Kt to R 3
13 Kt to B 3	Q to K 3
14 P to K 4	Kt to B 2
15 B to Q B 4	Q to Kt 5
16 P to B 3	Q to R 4 (C)
17 Kt to Q 5	Kt t. Kt
18 B t. Kt	B to B 4 ch
19 B to K 3	B t. B ch
20 Q t. B	Q to K R 5
21 Q R to B sq	Q to K 2
22 Q to B 5	Q to B 3
23 Q to B 7	R to Q sq (D)
24 B t. P ch	K to B sq
25 B to Q 5	R to Q 2
26 Q to B 5 ch	K to Kt 2
27 K R to Q sq	P to Q Kt 3
28 Q to Kt 5	R to Q Kt sq (?)

White.	Black.
29 R t. B	Q R to Kt 2
30 Q to K 2	Q to Q 3
31 Q to K B 2	R to K 2
32 R to Kt 8 ch	Resigns. (E)

[The notes are by A. B. Skipworth.]

(A) K P t. Q P was probably the correct play. I should have had an isolated Pawn, but a much freer game.

(B) White has already the better position, and it is difficult to say what is Black's best move. P to Q Kt 3, and afterwards B to Q Kt 2, are more attacking moves, and would probably have constituted a better defence.

(C) The Queen is shut out, and almost hopelessly.

(D) A bad move, but I have a bad game.

(E) While I was myself extremely unwell at this stage of the Tournament, and my play consequently very feeble, I was more impressed by the excellence of the play against me in this game than in any *one* other which I contested.

SECTION VI.

MACKENZIE'S GAMES.



THE NOTES TO THE GAMES IN THIS SECTION, WHERE NOT OTHERWISE
SPECIFIED, ARE BY THE EDITOR.

MACKENZIE'S GAMES.

Game 140, played on the 30th of April.

FRENCH GAME.

White.	Black.	White.	Black.
G. H. MACKENZIE.	A. B. SKIPWORTH.		
1 P to K 4	P to K 3	40 P t. P	R to B 8
2 P to Q 4	P to Q 4	41 R to Q R 5	Q to Q Kt 3
3 Kt to Q B 3	Kt to K B 3	42 R to Q Kt 3	R fr. B 8 to B 3
4 B to K Kt 5	B to K 2	43 R to Q B 5 (I)	P to K Kt 4
5 B t. Kt	B t. B	44 Q to K Kt 2	Q to Q sq
6 Kt to B 3	Kt to B 3	45 P to K Kt 4	P t. K B P
7 P to K 5	B to K 2	46 P t. K B P dis. ch	K to R 2
8 B to Q 3	B to Kt 5 (A)	47 P to K B 6	Q to K Kt sq
9 Castles	B t. Kt	48 Q t. Q ch	K t. Q
10 P t. B	Kt to K 2	49 Kt to K Kt 2	P to Q R 4
11 Kt to Kt 5 (B)	Kt to KB4 (C)	50 P to Q R 3	P t. Kt P
12 Kt to R 3	P to K Kt 3	51 R P t. P	R to Q R 3
13 B t. Kt	K P t. B	52 Kt t. B P	R to R 7 ch
14 Kt to B 4	P to Kt 3	53 K to Kt 3	R to Q Kt sq
15 Q to B 3	P to Q B 3	54 Kt t. B	P t. Kt.
16 K R to K sq	B to K 3	55 P to Q Kt 5	R to Q 7
17 P to Q B 4 (D)	Castles	56 R to Q Kt 4	R to Q R sq
18 Q R to Q sq	R to QB sq (E)	57 R to Q B 3	K to B 2
19 P t. Q P	B P t. P	58 P to Kt 6	R fr. R to QR7
20 P to Q B 3	R to Q B 2	59 K to Kt 4	R to Kt 7 ch
21 R to K 3	K to R sq	60 K to R 5	R fr. R7 to KB7
22 P to K Kt 3	R to K Kt sq	61 R to B 7 ch	K to Kt sq
23 P to K R 4	Q to Q 2	62 P to Q Kt 7	Resigns.
24 R to Q 2	K R to Q B sq		
25 Kt to K 2	Q to K 2		
26 Q to K B 4	K to Kt 2		
27 K to Kt 2	P to K R 3		
28 Q to K B 3	K to R 2 (F)		
29 Kt to K B 4	Q to Q 2		
30 R to Q Kt 2	R to B 5		
31 R to Q Kt 3	Q to Q B 3		
32 Q to K 2	Q to Q 2		
33 K to R 2 (G)	K to Kt 2		
34 R to Q 3	Q to Q B 3		
35 Kt to Kt 2	Q to Q 2		
36 P to K B 4	P to Q Kt 4		
37 Q to Q Kt 2	Q to QB3 (H)		
38 Kt to K 3	P to Q R 3		
39 R to Q R 3	P to Q Kt 5		

[The notes are by A. B. Skipworth.]

(A) This was far from good—Kt to Q Kt 5, threatening to take off the Bishop and play P to Q B 4, was much better.

(B) Black's line of play had courted this early attack.

(C) I believe the best move. If P to K R 3, White would still have played the Knight as in the text, moving afterwards P to K B 4, with the better game.

(D) Very well played: White kept this move in hand last time while he brought a Rook into play.

(E) Black narrowly escaped an

early break-up, but he has now a good defensive position.

(F) Very feeble! He should now have pushed on his Knight's Pawn, when he would have had at least as good a game as his opponent.

(G) Not only vacating a square for the manœuvre of the Knight, but anticipating a combination when Black's Q P might be taken or moved, and his (White's) King exposed to an attack from B or Q, or both.

(H) Black purposely played to give up the exchange for the moment with the idea of breaking through into his opponent's game, but he unfortunately made a fatal mistake in carrying out the combination, playing P to Q R 3 instead of P to Q R 4. Though the game had been rather *blocky*, it had arrived at an interesting stage, and the mistake was the more to be regretted.

(I) The game was easily won from this point.

Game 147, played on the 3rd of May.

ENGLISH OPENING.

White.	Black.	White.	Black.
G. H. MACKENZIE.	DR. NOA.		
1 P to Q B 4	P to Q B 4	30 Kt t. B P	Q t. Kt (?) (G)
2 P to K 3	Kt to Q B 3	31 Q t. R	Kt to K 2
3 Kt to K B 3	P to K 3	32 B to Q Kt 3	R to K B sq
4 Kt to Q B 3	Kt to K B 3	33 R to Q 2	Kt to K B 4
5 P to Q 4	P t. P	34 Q to K 5 ch (H)	Q to B 3
6 P t. P	B to Q Kt 5 (A)	35 R to Q B 3	K to R 3
7 B to Q 2	Castles	36 Q t. Q	R t. Q
8 P to Q R 3	B t. Kt	37 R to B 7	B to K 5
9 B t. B	Kt to K 5 (B)	38 P to K B 3	Resigns.
10 Q to B 2	Kt t. B		
11 Q t. Kt	R to K sq		
12 B to Q 3	P to Q 4		
13 Castles K R	P t. P		
14 B t. Q B P	R to K 2		
15 Q R to Q sq	R to Q 2 (C)		
16 B to Q Kt 3	R to Q 3		
17 K R to K sq	Kt to K 2		
18 Kt to K 5	Kt to Q 4		
19 Q to K Kt 3	Kt to K B 3		
20 Q to K B 4	P to Q Kt 3		
21 R to K 3	B to Kt 2		
22 R to K Kt 3	Q to K 2 (?) (D)		
23 Q to K Kt 5	P to K Kt 3		
24 R to K R 3	Q to Q sq		
25 Q to K B 4	Q to K 2 (?)		
26 Q to K R 4	P to K R 4		
27 Q to Kt 5	K to B sq (?)		
28 B to Q R 4	Kt to K Kt sq		
29 Q to K B 4 (E)	K to Kt 2 (F)		

(A) The exchange of the K B for the Q Kt, intended by this move, can never be advantageous.

(B) Early and needless exchanges detract much from the interest of many of the games in the Tournament.

(C) Black appears to have played throughout with the sole object of attempting an attack on the isolated Q P, which he only carries out in a half-hearted way.

(D) This will compel Black to weaken his position by advancing his K Kt P.

(E) Threatening to take either Kt P or B P with the Kt.

(F) Useless: the return of the Kt to B 3 is absolutely necessary.

(G) The sacrifice of the exchange is quite uncalled for. 30 . . . R to Q 4 led to no further loss.

(H) The P might have been taken with perfect safety, but the mode adopted is more certain.

Game 148, played on the 7th of May.

RUY LOPEZ.

White.	Black.
G. H. MACKENZIE.	H. E. BIRD.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	Kt to Q 5
4 B to R 4 (?)	B to B 4
5 P to B 3	Kt t. Kt ch
6 Q t. Kt	Kt to K 2 (A)
7 Q to Kt 3	Castles
8 Q t. P (B)	P to Q 4
9 P to Q 3	PtoQRt!(C)
10 Castles	R to R 3 (D)
11 P t. P	RtoK Kt3(E)
12 K to R sq (F)	B to Q 3
13 Q to K 2	Kt t. P
14 P to K B 4	B to K Kt 5
15 Q to K B 2	P to Q B 3
16 B to Q sq	B to K B 4
17 B to K 2	R to K sq
18 R to Q sq	QRtoK 3(G)
19 B to B 3 (H)	Kt t. K B P
20 B t. Kt	B t. B
21 Kt to R 3	Q to Kt 4 (I)
22 P to K Kt 3	B to K 6
23 Q to Kt 2	Q to R 3 (J)
24 P to K Kt 4	B to K Kt 3
25 Kt to B 2	B to R 2
26 Q to Kt 3	B to Kt sq
27 P to Kt 5	B t. Q
28 P t. Q	B to R 5
29 P t. P	R to Q sq
30 Kt to Q 4 (K)	R to B 3
31 K to Kt 2	K t. P
32 Kt to Kt 3	RtoB4!(L)
33 P to Q 4	K to R 3
34 R to Q 2	R to K Kt sq
35 B to K 4 (?) (M)	R to Kt 4 ch
36 K to B 3	P to B 4 (!)
37 B to B 2	RtoKsq!(N)
38 Kt to B 5	B to R 4 ch
39 K to B 4	R to Kt 5 ch
40 K t. P	R (Kt 5) to Kt sq (!) (O)

White.	Black.
41 Kt to K 6 (P)	B to Kt 5 ch
42 K to K 4	R t. Kt ch
43 K to Q 3	P to Kt 4
44 P to B 4	B to Kt 4
45 R to Kt 2	R to K 6 ch
Resigns.	

[The notes are by Mr. H. E. Bird.]

(A) If Black had desired as second player to make the move most likely to lead to a draw he would probably have selected Q to K B 3.

(B) Whether judiciously or not, White captures the proffered King's Pawn.

(C) A very sound move, we believe, and an important part of the initiation of Black's scheme of attack.

(D) This Rook is destined to become a very useful officer in the attack.

(E) With a view to B to R 6, which it is to White's interest to prevent.

(F) A little examination will show that B to K B 4 for White would lose a piece.

(G) Correct play, we believe.

(H) Had White played B to B sq, then B to K Kt 5 would have been almost decisive.

(I) Threatening R to R 3, which would be fatal.

(J) B to R 6 again must be provided for.

(K) If B to K 4 then Black plays R t. B, P t. R, R t. R, R t. R, B t. P ch, and B t. Kt.

(L) Much better than taking the Pawn.

(M) It is not often that the Captain makes so ill-judged a move as this. R to K B sq would have been much more to the purpose.

(N) It was considered by the large concourse of visitors that Black had managed this somewhat

adroitly; his 31st and subsequent moves were well planned. There is now no satisfactory move for White.

(O) Threatening mate in four moves.

(P) White must prepare for his opponent's contemplated move of R to B sq.

Game 140, played on the 8th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
G. H. MACKENZIE.	A. SELLMAN.		
1 P to Q B 4	P to K 3	35 B to K B 6	Kt to K B sq
2 P to K 3	P to K B 4	36 Q to K B 3	Kt to Q 2
3 Kt to Q B 3	Kt to K B 3	37 B to K R 4	Kt to K Kt 2
4 Kt to K B 3	B to K 2	38 Kt to K B 4	Kt to K B sq
5 P to Q 4	P to Q Kt 3	39 R to Q B 6	Kt to Kt 3
6 B to K 2	B to Q Kt 2	40 Kt t. Kt	K t. Kt
7 Castles	Castles	41 P to Q Kt 4	K to R 2
8 P to Q Kt 3 (A)	P to K R 3	42 P to Kt 5	Kt to K R 4
9 Kt to K 5	Q to K sq	43 B to K B 2 (D)	R to Kt 2
10 B to K B 3	B t. B	44 R to Q B sq	R to Kt sq
11 Q t. B	Kt to Q R 3	45 B to K R 4	R to Kt 2
12 P to Q R 3	P to Q B 3	46 R to K B sq	Q to Kt 3
13 P to K R 3	P to Q 4	47 B to B 2	Q to B 2
14 Q to K 2	Kt to Q B 2	48 R to Q B sq	R to K Kt sq
15 P to K B 4	K to R 2	49 B to R 4	R to Kt 2
16 B to Q 2	B to Q 3		
17 B to K sq	R to Q B sq		
18 B to K R 4	B t. Kt		
19 B P t. B	Kt to Q 2		
20 P t. Q P	B P t. P		
21 Q R to Q B sq	Kt to Q Kt sq		
22 Q to Q 3 (B)	Q to Q 2		
23 P to K Kt 4	P to K Kt 3		
24 P t. P	Kt P t. P		
25 K to R 2	R to K Kt sq		
26 Kt to K 2	Kt to Q B 3		
27 Kt to K B 4	Kt to K 2		
28 Kt to R 5	Kt to K sq (C)		
29 R t. R	Kt t. R		
30 R to Q B sq	Kt to K 2		
31 P to Q R 4	Kt to Kt 3		
32 B to K Kt 3	Q to K B 2		
33 Q to K 2	Kt to K 2		
34 B to K R 4	Kt to Kt 3		

Drawn game.

(A) In this position Zukertort recommends 8 P to Q R 3 to confine the action of the K B; in these close openings time is not of much object.

(B) These close games are often a mere trial of patience, each party keeping his position together and waiting for a possible opportunity. We must not too closely ask for the object of every move.

(C) From this point Mr. Sellman, by careful play, foils all White's attempts at attack.

(D) All chance of attack is over, and each is content to do nothing if he suffers nothing.

Game 150, played on the 10th of May.

SICILIAN.

White.	Black.	White.	Black.
A. SKELMAN.	G. H. MACKENZIE.		
1 P to K 4	P to Q B 4	45 K to Q 3	R fr. Kt 2 to Q B 2
2 Kt to Q B 3	P to K 3	46 R to K B sq	Kt to B 4 ch
3 Kt to K B 3	Kt to Q B 3	47 K to Q 2	R to K Kt 2
4 P to Q 4	P t. P	48 R fr. B to K Kt sq	P to Q Kt 3
5 Kt t. P	Kt to K B 3	49 Kt to Q 4	Kt to K 5 ch
6 K Kt to Kt 5	B to Q Kt 5	50 K to Q 3	R to Q B sq
7 P to Q R 3	B t. Kt ch	51 Kt to K B 3	K to K 2
8 Kt t. B	Castles	52 K to Q 4	K to Q 3
9 B to K Kt 5	Q to Q R 4	53 K to Q 3	R fr. Q B to K Kt sq
10 B t. Kt	P t. B	54 Kt to K Kt 5	Kt to B 4 ch
11 P to K R 4	P to K B 4	55 K to Q 4	R to K sq
12 B to Q 3	P t. K P	56 Kt to K B 3	Kt to Q 2
13 B t. K P	Q to K 4	57 R to K sq	R to Kt 5 (C)
14 K to B sq (A)	P to Q 4	58 Kt to R 2	P to K 4 ch
15 B to Q 3	B to Q 2	59 K to Q 3	P to K 5 ch
16 Q to Q 2	P to K B 4	60 K to Q 4	R fr. Kt 5 to Kt sq
17 R to K sq	Q to K B 3	61 Kt to K B sq	Kt to Q B 4 (D)
18 Q to Kt 5 ch	K to R sq	62 R fr. K to K 2	R to Q B sq
19 Q t. Q ch	R t. Q	63 K to K 3	R to Q B 2
20 P to B 4	R to K Kt sq	64 K to Q 4	R fr. B 2 to K Kt 2
21 K to B 2	K R to Kt 3	65 K to K 3	Kt to K 3
22 K R to K Kt sq	Kt to K 2	66 R to Q 2	K to B 4
23 Kt to K 2	Kt. to Q B sq	67 R to Q sq	P to Q Kt 4
24 Kt to Q 4	Kt to Q 3	68 R fr. Q sq to Q 2	R to Q sq
25 Kt to K B 3	R to K B 3	69 R to Q B 2	K to Q B 3
26 Kt to K 5	B to K sq	70 R fr. Kt 2 to Q 2	R fr. Kt 2 to Q 2
27 R to K 3	R to K Kt 2	71 K to B 2	Kt to B 4
28 P to K Kt 3	R to Q B 2	72 Kt to K 3	R to K B sq
29 P to Q B 3	P to K R 4 (B)	73 R to Q sq	Kt to Q 6 ch
30 Q R to K sq	B to Q Kt 4	74 K to Kt 2	R to K Kt 2
31 B to Q Kt sq	K to Kt 2	75 R to K B sq	K to B 4
32 K to K 3	R to K B sq	76 R to Q 2	R to Kt 3
33 B to Q B 2	R to Q sq	77 K to R 2	R fr. Kt 3 to B
34 B to Q 3	B t. B	78 Kt to B 2	R to Q 3
35 K t. B	Kt to K 5	79 Kt to Q 4	K to B 5
36 Kt to K B 3	K to K B 3	80 R to K Kt sq	R (Q 3) to K B 3
37 R to K Kt 2	R fr. Q to Q B sq	81 R to K 2	R to Q R sq (E)
38 R to Q B sq	P to Q R 4	82 R to Q B 2	P to Kt 5
39 Kt to Q 4	P to Q R 5	83 R P t. P	Kt t. P at Kt 7
40 Kt to K 2	R to Q B 5	84 R t. Kt	K t. P
41 Kt to Q 4	R fr. B sq to B 2		
42 Kt to K 2	R to K Kt 2		
43 R fr. B to K Kt sq	Kt to B 4 ch		
44 K to B 2	Kt to Kt 6		

White. Black.
 85 R to B 2 ch (F) K t. Kt
 86 R to Q sq ch K to K 6
 87 R to B 3 ch K to K 7
 88 R(Q sq)toQ Bsq P to Q 5 (G)
 And White draws by perpetual check.

(A) White has opened the game with spirit.

(B) Creating a block on the K's side. For the next twenty moves the play is absolutely without purpose. White clearly wants a draw, and Black is waiting for a blunder.

(C) An object at last: threatening the advance of the K P.

(D) Preventing the Kt from coming to K 3.

(E) After twenty more moves of meaningless vacuity, we have again an object, intending to sacrifice his Kt P and Kt, and get a passed R P.

(F) By sacrificing his Kt in return, White insures the draw. Black is compelled to take the Kt, as taking P would lose.

(G) If 88 P to K 6, K to Kt 2 equally forces the draw.

Game 151, played on the 18th of May.

FRENCH GAME.

White.	Black.	White.	Black.
G. H. MACKENZIE.	A. SELLMAN.	24 Kt to K R 3	Q to Q sq
1 P to K 4	P to K 3	25 Kt to K B 4	B t. Kt
2 P to Q 4	P to Q 4	26 Q t. B	K to Kt 2
3 Kt to Q B 3	Kt to K B 3	27 P to K Kt 5	P to K R 4
4 B to K Kt 5	B to K 2	28 R to K 3	R t. R
5 B t. Kt	B t. B	29 P t. R	P to K B 4
6 Kt to K B 3	Castles	30 Q to K 5 ch	K to B 2
7 Q to Q 2	Kt to Q B 3	31 K to Q 2	R to Q 2
8 Castles (A)	P to Q R 3	32 R to K B sq	R to Q 3
9 P to K R 4	P to Q Kt 4	33 Q to K Kt 3	R to K 3
10 P t. Q P	P t. P	34 P to Q Kt 4 (C)	P to R 5
11 Q to K B 4	R to K sq	Drawn game.	
12 B to Q 3	Kt to Q Kt 5	(A) An original way of opening a French Game, but the <i>parti</i> is not more lively than other forms of this dull <i>début</i> .	
13 P to Q R 3	Kt t. B ch	(B) A strange-looking move, apparently to prevent B pinning the Kt at K 8.	
14 R t. Kt	P to Q B 3	(C) Each side has produced a block. It would be difficult to exceed this game in portentous dulness.	
15 P to K Kt 4	B to K 3		
16 Kt to Q sq	B to K 2		
17 Kt to K Kt 5	B to Q 3		
18 Q to K B 3	Q to Q B 2		
19 Kt to K 3	P to Q R 4		
20 K to Q sq (B)	R to Q R 2		
21 Kt to K B 5	B t. Kt		
22 Q t. B	P to K Kt 3		
23 Q to K B 3	P to K R 3		

Game 152, played on the 10th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
G. H. MACKENZIE.	S. ROSENTHAL.		
1 P to Q B 4	P to K 4	9 Kt t. P	Kt t. Kt
2 P to K 3	Kt to K B 3	10 Q t. Kt	P to Q 4
3 Kt to Q B 3	Kt to Q B 3	11 P t. P	Q t. P
4 Kt to K B 3	B to Q Kt 5	12 Q t. Q	Kt t. Q
5 Q to B 2	B t. Kt	Drawn game.	
6 Q t. B	P to Q 3	Such a game is a mere mockery of Chess. Rosenthal doubtless wanted rest, and Captain Mackenzie kindly met his wishes.	
7 P to Q R 3	Castles		
8 P to Q 4	P t. P		

Game 153, played on the 25th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
S. ROSENTHAL.	G. H. MACKENZIE.		
1 P to K 4	P to Q 4 (A)	28 P t. P ch	K t. P
2 P t. P	Q t. P	29 Q to R 7 ch	K to B 3
3 Q Kt to B 3	Q to Q sq	30 Q to R 4 ch (D)	K to B 2
4 P to Q 4	B to K B 4	31 Q to R 7 ch	K to B 3
5 Kt to B 3	P to K 3	32 Q to R 4 ch	K to B 2
6 B to K 2	K Kt to B 3	33 Q to B 4 ch	K to B 3
7 Castles	B to Q 3	34 Q to B 3 ch	K to B 2
8 Kt to Q Kt 5	B to K 2	35 Q to Kt 3 ch	K to B 3
9 B to K B 4	Kt to R 3	36 R t. R	Q t. R
10 P to Q R 3	P to B 3	37 Q t. P	Q to K 8 ch
11 Kt to B 3	Kt to B 2	38 K to R 2	Q t. P
12 R to K sq	Castles	39 Q t. P ch	K to B 2
13 Kt to K R 4 (B)	B to Kt 3	40 Q to B 4 ch	K to B 3
14 Kt t. B	R P t. Kt	41 Q to B 3 ch	K to B 2
15 B to Q 3	Kt (B 2) to Q 4	42 P to Q Kt 4	P to Kt 4
16 Kt t. Kt	Kt t. Kt	43 Q to Q 3	P to Kt 5
17 B to K 5	B to B 3	44 P to B 4	K to B 8
18 Q to Kt 4	B t. B	45 Q to B 3 ch	K to Kt 4
19 P t. B	R to K sq	46 Q to Kt 7 ch	K to R 4
20 Q R to Q sq	Q to B 2	47 Q to K 5	K to R 5
21 P to K R 4 (!)	Kt to K 2	48 Q to K 7 ch	K to R 4
22 P to R 5	P t. P	49 Q to K 5 (E)	K to R 5
23 Q t. R P	P to K Kt 3	50 Q to R 8 ch	K to Kt 4
24 Q to R 6	Kt to B 4	51 Q to Q 8 ch	K to R 4
25 B t. Kt	K P t. B	52 Q to K 8 ch	K to R 5
26 P to K 6	Q R to Q sq	53 Q to K 7 ch	K to R 4
27 R t. R	Q t. R (C)	54 Q to K 5	K to R 5
		55 Q to B 6 ch	K to R 4

White.	Black
56 Q to B 7 ch	K to R 5
57 Q to K 7 ch	K to R 4
58 P to B 5	P to B 5
59 P to B 6	Q to B 8 (F)
60 Q to K 5 ch	K to Kt 3
61 P to B 7	P to B 6
62 Q to K 4 ch	K to Kt 4
63 Q t. P ch	K t. Q
64 P queens ch	K to Kt 4
65 Q to Kt 8 ch	K to B 5
66 Q to B 7 ch	K to Kt 5
67 Q to Kt 7 ch (G)	K to B 4
68 P t. P	Q t. P
69 Q t. P	Q to K 7 ch
70 K to Kt sq	K to Kt 5
71 Q to Kt 7 ch	Resigns. (H)

(A) The worst form of close defence, as it loses two moves with the Queen without any equivalent.

(B) Securing the exchange of the Kt for the Q B, and doubling a Pawn.

(C) Taking with R seems safer. If then:

28 P t. P ch	Q t. P
29 Q to Kt 5	R to K sq,
with a certain draw. If:	
28 P to K 7	R to K sq

29 Q to Kt 5 K to Kt 2,
with the better game.

(D) The checks that follow are quite useless, and White might at once have changed Rooks and taken the Q Kt P: see moves 36 and 37.

(E) This and the following nine moves are quite purposeless, and White might as well at once have advanced his Q B P.

(F) P to K B 6 secures the draw at once. If:

60 Q to B 5 ch	Q t. Q
61 P t. Q	P to B 7,
and Black draws easily.	

(G) Of course if White changes Queens and Pawns it is only a draw.

(H) Captain Mackenzie had just received a telegram requesting him to meet a friend arriving by a train from Liverpool. He therefore resigned the game prematurely. In spite of White's two passed Pawns, it is impossible to prove a won game on analysis, as it seems hardly possible for White to advance his Pawns and avoid perpetual checks.

Game 154, played on the 11th of May.

RUY LOPEZ.

White.	Black.	White.	Black.
S. WINAWER.	G. H. MACKENZIE.		
1 P to K 4	P to K 4	12 P t. P	B t. P
2 Kt to K B 3	Kt to Q B 3	13 B to K 3	P to Q Kt 3
3 B to Kt 5	P to Q R 3	14 P to Q 4 (C)	B t. P
4 B t. Kt (A)	Q P t. B	15 B t. B	K t. B
5 Castles	B to Kt 5	16 P to K 5	Kt to Q 2
6 P to K R 3	B t. Kt	17 R t. P	K t. P
7 Q t. B	Q to B 3 (B)	18 R t. P	R to Q 2
8 Q t. Q	Kt t. Q	19 R t. R	K t. R
9 P to Q 3	B to Q 3	20 R to K B sq	K to K 3
10 Kt to B 3	P to K R 3	21 R to B 4	Kt to Kt 3
11 P to B 4	Castles Q R	22 R to Kt 4	K to B 4
		23 Kt to K 2	P to B 4

White.	Black.
24 Kt to Kt 3 ch	K to B 3
25 Kt to R 5 ch	K to B 2
26 R to K 4	R to Q sq
27 K to B 2	R to Q 7 ch
28 R to K 2	R to Q 4 (D)
29 P to K Kt 4	Kt to B sq
30 Kt to B 4	R to Q 5
31 K to Kt 3	R to Q 3
32 P to K R 4	P to B 5
33 P to Kt 5	P t. P
34 P t. P	Kt to Kt 3
35 R to R 2	Kt t. Kt
36 K t. Kt	K to Kt 2
37 K to K 5	P to B 6 (E)
38 P t. P	R to B 3
39 K to Q 4	R to B 4
40 R to K 2	R t. P (F)
41 R to K 7 ch	K to B sq
42 R t. P	R to Q R 4
43 P to B 4	R t. P
44 K to B 3	R to R 6 ch
45 K to Kt 2	R to R 4 (G)
46 R to Q Kt 7	R to Q B 4
47 R t. P	R t. P
48 R t. P	K to K 2
49 K to Kt 3 (H)	R to B 2
50 R to R 4	R to Kt 2 ch
51 R to Kt 4	R to Q 2
52 K to B 3	R to B 2 ch
53 R to B 4	R to Kt 2
54 R to Q 4	R to Kt 3
55 K to B 4	R to Kt sq
56 P to B 3	R to B sq ch
57 K to Kt 4	R to B 3
58 P to B 4	R to B sq
59 K to Kt 5	R to Kt sq ch
60 K to B 6	R to Kt 5
61 R to Q 7 ch	K to K sq
62 P to B 5	R to B 5
63 R to Q sq	R to B 7
64 K to Kt 6	K to K 2
65 P to B 6	R to Kt 7 ch
66 K to B 7	R to K 7
67 R to Q 7 ch	K to K sq
68 R to Q 5	Resigns.

(A) No one but Winawer would make this exchange. From the very opening he plays wholly for the end-game, and Mackenzie helps him throughout to carry out his intention.

(B) The more exchanges offered him the better Winawer is pleased.

(C) Forcing more exchanges, and remaining probably with two Pawns to one on the King's side, giving a possibility of advantage for the end-game.

(D) Had Black changed Rooks it is difficult to imagine how he could have lost the game.

(E) An unnecessary venture, and which, in fact, leads to the loss of the game.

(F) If:

40	K to Kt 3
41 R to K 5	R t. R
42 K t. R	K t. P
43 K to Q 5	K to B 5
44 K to B 6, and wins.	

(G) 45 R to R 5 would have at least drawn. If:

45	K to Kt 3
46 R to R 8	R to Kt 7
47 R to Kt 8 ch	K to R 3
48 K to K sq	P to B 5
49 P to Kt 4	R to R 7
50 R to R 8 ch	K to Kt 2
51 R to R 5, and draws.	

(H) Winawer has got his end-game, which he plays with his usual consummate skill. As the White R cuts off the K from fronting the P, it can be forced to queen.

Game 155, played on the 17th of May.

KING'S GAMBIT REFUSED.

White.	Black.	White.	Black.
J. MORTIMER.	G. H. MACKENZIE.		
1 P to K 4	P to K 4	46 R to K B sq	R to Q 3
2 P to K B 4 (A)	B to B 4 (B)	47 Q to K 2	Q to Q 5 ch
3 Kt to K B 3	P to Q 3	48 K to R sq	K to Kt 2
4 P to Q B 3 (C)	Kt to Q B 3	49 R to K sq	Q to B 6
5 B to B 4	Kt to B 3	50 B to Kt sq	Kt to Q 2
6 P to Q 3	B to Kt 3	51 Q to B sq	Kt to K 4
7 P to Q Kt 4	B to Kt 5	52 R to B sq	Q to K Kt 6
8 P to Q R 4	P to Q R 4	53 Q to Q sq	P to Kt 5 (!)
9 P to Kt 5	B t. Kt	54 Q to B 2	R to Q 2
10 Q t. B	Kt to K 2	55 Q to B 3	Kt to B 6
11 P t. P	P t. P	56 P t. Kt	Q t. R P ch
12 B to Kt 5	Q Kt to Kt sq	57 K to Kt sq	P t. P
13 Q Kt to Q 2	P to K R 3	58 K to B 2	Q to Kt 6 ch
14 B to R 4 (D)	Q to K 2	59 K to K 3	Q to Kt 4 ch
15 Kt to B sq	Q to B 4	60 K to Q 4 (I)	P to B 7
16 R to R 2	Q to K 2 (E)	61 B to Q 3	R to Kt 2
17 Kt to Kt 3	Castles	62 K to B 4	Q to B 5
18 Kt to B 5	Q to B sq	63 K to Kt 3	P to R 6
19 B to B 2	B t. B ch	64 Q to B 6 ch	K to R 2
20 Q t. B	P to Q Kt 3	65 P to Q 6	Q t. P
21 Castles	P to R 4	66 Q t. Q	P t. Q
22 Q to B 3	K to Kt sq (F)	67 R to K R sq	R to Kt 8
23 K to R sq (G)	Kt to Q 2	68 R t. P	P to B8queens
24 P to Q 4	Kt(Kt sq) to B3	69 B t. Q	R t. B
25 R to Q Kt sq (P)	P to R 5	70 R to R 7 ch	K to Kt sq
26 B to Q 3	P to Kt 4	71 K to B 4	R to Q Kt 8
27 P to B 4	Kt to R 4	72 R to Q 7	R to Kt 5 ch
28 Q to K 3	Kt to B 5	73 K to Q 5 (!)	R t. Kt P ch
29 B to B sq	Kt to K 3	74 K to B 6 (!)	R to Q Kt 5
30 R to Q 2	P t. P	75 R t. P	R t. P
31 Kt t. P	Kt t. Kt	76 K t. P (!) (J)	R to Q Kt 5 ch
32 R t. Kt	Kt to B 4	77 K t. P	B to K B 5
33 R to Q 5	R t. R	78 K to Kt 6	K to B sq
34 B P t. R	Q to K 2	79 K to B 6	R to B 8
35 B to Q 3	R to K sq	80 R to Q 2	
36 R to K sq	Q to K 4 (H)		
37 B to B 2	Kt to Q 2		
38 R to Q sq	P to K B 3		
39 P to R 3	Q to Q 3		
40 Q to B 2	Kt to B 4		
41 Q to B 3	Q to K 4		
42 K to Kt sq (r)	Q to Kt 7		
43 Q to R 5	R to Q sq		
44 Q to K 2	Kt t. R P		
45 Q to B 2	Kt to B 4		

Drawn game.

(A) The tedious close games, so fashionable in Tournament play, killed Mr. Mortimer, who rightly went in for an open, lively game when the opportunity offered.

(B) It is extraordinary that Mackenzie should have refused the gambit, when the theory of the defence is proved to have the ad-

vantage in every form of the King's Gambit.

(C) This old form of the attack is now rarely played. The Kt is usually played to this square, as in the final game of the Steinitz v. Blackburne match.

(D) White has played the opening with excellent judgment.

(E) Black has been losing moves.

(F) Black is greatly cramped, and while his K remains at Q B he cannot move his K Kt without losing the K B P, and the Q would be lost by taking the B. This move is made to free the Kt.

(G) Unnecessary. P to Q 4 at once is better. If:

23 P t. P (f)
24 Kt t. P Kt to K 2
25 P to K 5 K Kt to Q 4
26 B t. Kt, winning at least the exchange. In every case Black's pieces are kept confined.

(H) Black seems afraid of the advance of White's K P. There is no reason against at once winning the Q R P.

(I) If White had taken the P, R to Kt 2 would have won.

(J) White has steered his way admirably through all his difficulties, and now forces the draw. This was the first game in the Tournament in which Mr. Mortimer played up to his real force.

Game 156, played on the 21st of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
G. H. MACKENZIE.	J. MORTIMER.		
1 P to Q B 4	P to K B 4	23 Kt to K 2	Castles
2 P to K 3	Kt to K B 3	24 B t. B	R t. B
3 Kt to K B 3	Kt to Q B 3	25 Kt to Q 4	Q R to K B sq
4 P to Q 4	P to K 3	26 P to R 4	P to K R 3
5 P to Q R 3	Kt to K 2	27 P to Kt 5	P to Kt 4
6 Kt to Q B 3	P to Q B 3	28 P t. K Kt P	R P t. P
7 B to Q 3	Kt to Kt 3	29 P t. P	B t. P
8 Q to K 2 (A)	P to Q 4	30 Q to K 2	P t. P
9 P to B 5	B to K 2	31 Kt P t. P	Q to K 2
10 P to Q Kt 4	Q to B 2	32 Q to Kt 4 ch	K to Kt sq
11 P to Kt 3	P to K 4 (!)	33 K R to Q B sq	Q to K sq (C)
12 P t. P	Kt t. P	34 P to R 5	P to R 3
13 Kt t. Kt	Q t. Kt	35 R to K Kt sq	Q to K 2
14 B to Kt 2	Q to B 2	36 Q R to Q B sq	Q to Q B 2 (!)
15 Q to B 2	P to K Kt 3	37 Kt to K 6	Q t. R P (!)
16 Kt to K 2	R to B sq	38 Kt t. R	R t. Kt (D)
17 Kt to Q 4	Kt to K 5	39 Q to Q sq	Q to Q sq
18 P to B 3	Kt to Kt 4	40 Q to R 5	Q to B 3
19 K to B 2	B to Q 2	41 K R to Q sq	K to R sq (E)
20 P to K R 4 (P)	Kt to K 5 ch (!)	42 Q to Kt 4	B to Q 2 (!)
21 B t. Kt (B)	B P t. B	43 Q to Kt 2 (F)	R to R sq
22 P to B 4	B to B 3	44 R to Q 4 (I) (G)	R to R 6
		45 Q to Kt 5	Q to R sq

White.	Black.
46 R to K Kt sq	R to B 6 ch
47 K to K 2	B to Kt 4 ch
48 K to Q 2	Q to R 7 ch
49 K to B sq	K to R 2 (H)
50 Q to Kt 2	R to B 8 ch
51 R to Q sq	R t. R ch
52 K t. R	Q to K R sq
53 Q to Kt 7	Q to R 4 ch
54 K to B sq	Q to R 7
55 Q to K Kt 2	Q to R 2
56 Q to Kt 2	Q to Q B 2
57 Q to B 3 (I)	B to B 5
58 Q to Q 4 (J)	Q to B 3
59 P to B 5	P to R 4
60 R to Kt 6	Q to Kt 4
61 P to B 6 ch	P to Kt 3
62 Q to Kt 7 ch	Resigns.

(A) The Q has no effect on this square. 3 Castles, followed by P to Q Kt 4 and B to Kt 2, are more according to the principles of this Opening.

(B) Black is compelled to take the Kt, and on the blocking principle of which Captain Mackenzie is so fond he prefers taking with the B, and pushing his B P.

(C) Compelling the advance of the Q R P, and thus further weakening White's position.

(D) Up to this point Mr. Mortimer has played admirably, and, as pointed out by Baron Kolisch, he had here the game in his hands.

Instead of taking the Kt he should have played:

38	Q to Q 7 ch (!)
39 Q to K 2	R t. P ch (!)
40 P t. R	P to K 6 ch
41 K to B 3	P to Q 5 dis. ch, and wins.

If:

41 K to B sq	B to Kt 4
42 R to K sq	B t. Q ch
43 K to Kt 2	B to B 8 dis. ch, and wins.

Instead of interposing the Q, White may play 39 K to Kt 3, Q t. P ch, 40 K to Kt 2 (best), and probably Black's best play is to take Kt with R, having two Pawns and a strong attack for the exchange given up.

(E) K to R 2 were better.

(F) Taking the B would clearly lose the game, as Black would drive the K to his own square, and by playing the R to one of the open files force mate.

(G) Of course he cannot take Q P on account of Q to Kt 7 ch.

(H) Were the K now at R 2 Black could safely take the K P, with an excellent game. With the K at R sq, by doing so he would be mated in three moves.

(I) 57 Q to Q 4 at once is better.

(J) From this point Captain Mackenzie finishes off the game in good style.

Game 157, played on the 28th of May.

IRREGULAR OPENING.

White.	Black.
A. SELLMAN.	G. H. MACKENZIE.
1 P to K 4	P to Q 4
2 P t. P	Q t. P
3 Q Kt to B 3	Q to Q sq
4 P to Q 4	B to K B 4
5 Q to K B 3 (!) (A)	Q to B sq* (B)

White.	Black.
6 B to K B 4	P to K 3
7 B to Q 3 (?) (C)	B t. B
8 Q t. B	Kt to K B 3
9 Kt to B 3	B to Q 3
10 B to K 5	Q Kt to Q 2
11 Castles Q R	P to Q R 3

White.	Black.
12 K R to K sq	B to Kt 5
13 P to Q 5	Kt t. B
14 R t. Kt	B to Q 3
15 K R to K 2	Castles
16 P t. P	P t. P
17 Q R to K sq	Q to Q 2 (D)
18 R t. P	Q R to K sq
19 R t. R (E)	R t. R
20 R t. R	Q t. R
21 Q to B 4 ch	K to B sq
22 K to Q sq (F)	Q to Kt 3
23 P to K Kt 3	Q to B 4
24 Q to K 2	B to Kt 5
25 Q to Q 3	B t. Kt
26 Q t. B	

Drawn game.

(A) A strong move, proving the weakness of Black's irregular defence.

(B) The only reply to avoid loss except retreating the Bishop home.

(C) Kt to Q Kt 5, or Castling, followed by P to Q 5, would each give White an excellent game.

(D) An attempt to defend the Pawn would be useless.

17	R to K sq
18 Q to Q B 4	P to Q Kt 4
19 Q to Kt 3	P to Kt 5
20 R t. P	R t. R
21 R t. R	

(E) Mr. Sellman is too fond of exchanging. 19 Q to Q B 4 would be somewhat better.

(F) 22 P to K Kt 3 seems better than this *outré* move; after which nothing can be made of the extra Pawn.

Game 158, played on the 30th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
G. H. MACKENZIE.	A. SELLMAN.		
1 Kt to K B 3	P to Q 4	23 P to Q B 6	Kt to Q Kt sq
2 P to Q 4	P to K 3	24 Kt to K 5	Kt to Q 3
3 P to K 3	P to Q B 4	25 Kt to Q 3	P t. Kt P
4 B to Kt 5 ch (A)	B to Q 2	26 P t. Kt P, dis. ch	K t. P
5 B t. B ch	Kt t. B	27 Kt to B 5 ch	K to Kt 3
6 Castles	K Kt to K B 3	28 P t. P	K R to Q sq
7 P to Q Kt 3	P t. P	29 K to B sq (D)	P to K R 3
8 P t. P	Q to B 2	30 K to K 2	P to K Kt 3
9 P to Q R 4	R to B sq	31 R to B 3	P to R 4
10 R to R 2	B to Q 3	32 P to B 4	R to K sq
11 B to R 3	Kt to K 5	33 K to Q 3	K R to Q sq
12 Q to Q 3	B t. B (?) (B)	34 R (B sq) to B 2	R to K sq
13 Kt t. B	Q to B 6	35 R to Kt 3	K R to Q sq
14 Kt to Q Kt 5	Q to R 4 (C)	36 Kt to Kt sq	Kt to B 5
15 P to B 4	P to Q R 3	37 Kt to B 3	R to Q 3
16 Kt to Q R 3	Q to B 6	38 R to R 2 (E)	Kt to Q 2 (F)
17 Q t. Q	Kt t. Q	39 R to R 6 ch	K to B 2
18 R to B 2	Kt to K 5	40 R to R 7 ch	K to Q sq
19 P to B 5	K to Q sq (?)	41 Kt to Kt 7 ch	K to K 2
20 K R to Q B sq	K to B 2 (?)	42 Kt t. R	K t. Kt
21 P to Q Kt 4	K to Kt sq (?)	43 R to R 6 ch	Kt(Q2) to Kt 3
22 P to Kt 5	K to B 2 (?)	44 Kt to Q R 4	R to Q Kt sq
		45 Kt t. Kt	R t. Kt

White.	Black.
46 R t. R ch	Kt t. R
47 R to R 3	Kt to Q 2
48 R to B 3	Resigna. (G)

(A) Zukertort, who has made a special study of this Opening, never makes this exchange, which is opposed to its whole spirit.

(B) Owing to White's eccentric way of opening, Black has an excellent game, which he quite destroys by this and the following attempt to force exchanges. He should have Castled.

(C) Changing Queens would have clearly lost the exchange.

(D) By a series of weak moves Black has drifted into a position in which he can move nothing effectively, and White may gradually make his attack irresistible. Suppose :

28	Kt to B 5 (?),
29 Kt t. Kt	P t. Kt
30 R t. P	K t. P
31 R (B 4) to B 2	R t. P
32 R to Kt 2 ch	R to Kt 5
33 R t. R ch	K t. R
34 Kt to Q 3 ch, and wins.	

Neither K, Q Kt, nor Q R can be moved without immediate loss, nor the K Kt elsewhere than to K 5.

(E) Threatening 39 R to R 8, and Kt to R 4 ch.

(F) Bad as this is, there seems to be nothing better.

(G) White will play R to Q B 8, and bring the King round to support the passed Pawn, for which Black will have to sacrifice his Kt. From the 18th move, Captain Mackenzie has never relaxed his hold, and has shown how to make a minute advantage of position end in victory.

Game 159, played on the 1st of June.

RUY LOPEZ.

White.	Black.	White.	Black.
DR. NOA.	G. H. MACKENZIE.		
1 P to K 4	P to K 4	19 Q t. B	R to K sq
2 K Kt to B 3	Q Kt to B 3	20 Kt to Q 2	B to Q 2
3 B to Kt 5	P to Q R 3	21 K R to K sq	R to K 3
4 B to R 4	Kt to B 3	22 R t. R	B t. R
5 Castles	Kt t. P	23 Kt to B 3	P to R 3
6 Q to K 2	Kt to B 4	24 R to K sq	R to B sq
7 Kt t. P (A)	Kt to Q 5 (B)	25 P to K R 3	Q to B 2 (D)
8 Q to B 4	Kt(Q 5) to K 3	26 Kt to K 5	P to Q Kt 3
9 B to Kt 3	Kt t. B	27 R to K 3	P to Q B 4
10 Q t. Kt	B to B 4	28 P to K Kt 4	P to B 3
11 Q to K Kt 3	Castles	29 Kt to Q 3	Q to Q 2
12 P to Q B 3	P to Q 3	30 R to K sq	P to B 5
13 Kt to Q 3 (?) (C)	B to Kt 3	31 Kt to B sq	R to K sq
14 Kt to B 4	Kt t. Kt	32 Q to Q 2	P to K R 4
15 Q t. Kt	P to Q 4	33 P to B 3	P t. P
16 P to Q 4	P to Q B 3	34 R P t. P	K to B 2
17 Q to Kt 3	B to B 2	35 Q to K B 2	R to K R sq
18 B to B 4	B t. B	36 Q to Kt 3	P to K Kt 4
		37 R to K 2	K to Kt 3

White.	Black.
38 R to R 2	R t. R
39 Q t. R	K to Kt 2
40 Kt to K 2	B to B 2
41 Q to Kt 8	Q to K sq (E)
42 Q t. Q	B t. Q
43 Kt to Kt 3	B to Kt 3
44 Kt to B sq	K to B 2
45 Kt to K 3	K to K 3
46 K to B 2	P to Kt 4
47 K to Kt 3	P to R 4
48 P to R 3	B to Q 6
49 P to B 4	B to K 5
50 Kt to Q sq	B to B 7
51 Kt to B 2	B to R 2
52 Kt to R 3	P t. P ch
53 K t. P	B to B 7
54 K to K 3	B to Kt 8
55 P to Kt 5	P t. P
56 Kt t. P ch	K to Q 3
57 Kt to B 7 ch	K to B 3
58 K to B 4	P to Kt 5

White.	Black.
59 R P t. P	P t. P
Draw after a few more moves.	
(A) It is usual to change the B for the Q Kt before making this capture; the novelty does not seem advantageous.	
(B) Black at least avoids the doubled Pawn that usually attends this Opening.	
(C) 13 Kt to B 3 seems better.	
(D) Black is evidently playing for a draw; at this stage, with Kt against B, White had no reason to refuse the exchange and play for the end-game.	
(E) Determined to force the draw at once. The position is such, after the exchange, that neither side can effect an entrance.	

Game 100, played on the 2nd of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
G. H. MACKENZIE.	DR. NOA.		
1 Kt to K B 3	P to K 3	20 Kt to Q 4	B to Q 4
2 P to Q 4	Kt to K B 3	21 K R to K sq	P to Q B 4
3 P to B 4	B to Kt 5 ch	22 Kt to K 2	Kt to Q 2
4 B to Q 2	B t. B ch	23 Kt to K Kt 3	Q to Kt 4
5 Q Kt t. B	Castles	24 P to K 4	B to B 3
6 P to K 3	Kt to B 3 (?)	25 R to K 3	P to Q Kt 3
7 B to Q 3	P to Q 4		(?) (B)
8 R to Q B sq	B to Q 2 (?)	26 Kt to K B 5 (!)	R to K 4 (C)
9 Castles	Q to K 2	27 P to K R 4 (!)	Q to KB 3 (D)
10 B to Q Kt sq	Q R to B sq	28 Kt to R 6 ch	K to B sq
	(?) (A)	29 Kt to Kt 4	Q to K 3
11 P to Q R 3	P to K 4	30 Kt t. R	Kt t. Kt
12 B P t. P	K Kt t. P	31 B to Q R 2 (!)	Q to Q 3 (E)
13 Q to Kt 3	Kt to Kt 3	32 B to Q 5	R to K sq (F)
14 P t. P	Kt t. P	33 B t. B	Q t. B
15 Kt t. Kt	Q t. Kt	34 R to Q sq	K to Kt sq
16 Kt to B 3	Q to K 2	35 R to Q 5	Kt to K Kt 5
17 Q to Q 3	P to K Kt 3	36 R (K 3) to Q 3	Q to B 2
18 Q to B 3	K R to K s 1	37 P to K Kt 3	Kt to K 4
19 P to K R 3	B to B 3	38 R to Q sq	Kt to B 3
		39 Q to B 4	Q to B sq

P

White.	Black.
40 K to Kt 2	Kt to Q 5
41 P to B 3	P to K R 4
42 P to Q Kt 4	Kt to K 3
43 P t. P	Kt t. P
44 R to Q 6	K to Kt 2
45 Q to Q 4 ch	K to R 2
46 Q to B 6	RtoKKtsq(G)
47 Q t. B P ch	R to Kt 2
48 Q to B 6	Q to R 3
49 Q to Kt 2	Q to Kt 2
50 R (Q sq) to Q 5	Q to K 2
51 Q to Q 4	R to B 2
52 R to K 5	Resigns.

(A) Dr. Noa's opening is opposed to the principle of this form of the close game, and though no great harm is done he is not well developed.

(B) Quite overlooking the object of White's last move.

(C) The only move to save the mate and prevent the loss of the exchange. The Kt clearly cannot be taken.

(D) Losing the exchange, but Black has only a choice of difficulties: if 27 Q to B 5, 28 P to Kt 3 wins the Queen; if to R 4 or Q sq, 28 P to B 4 wins the exchange.

(E) Taking the B were better:

31 Q t. B
32 Q t. Kt K to Kt sq.

(F) If 32 B t. B, 33 Q R to Q sq (!)

(G) If 46 R to K B sq, 47 R to to Q 8 wins.

Game 161, played on the 8th of June.

SICILIAN.

White.	Black.	White.	Black.
S. ROSENTHAL.	G. H. MACKENZIE.		
1 P to K 4	P to Q B 4	24 Q R to Q Kt sq	P to B 3
2 Q Kt to B 3	P to K 3	25 P t. P ch	Kt t. P
3 Kt to B 3	Q Kt to B 3	26 Kt to B 5	Kt to Kt 5 ch
4 P to Q 4	P t. P	27 K to K 2	P to K 4
5 Kt t. P	Kt to B 3	28 P t. P	Kt t. P
6 Kt t. Kt	Kt P t. Kt	29 K to Q 2	R to B sq
7 B to Q 3	P to Q 4	30 Q R to K sq	K to Q 3
8 Castles	B to K 2	31 P to B 3	B to B 4
9 R to K sq	P to K R 3	32 B t. B	R t. B
10 P to K 5	Kt to Q 2	33 P to Kt 4 (!) (D)	P t. P
11 Q to Kt 4	B to B sq (A)	34 R to R 7	R to K sq
12 P to Q Kt 3	Q to K 2 (B)	35 K to Q sq	R to K 2
13 Q to Kt 3	P to Kt 3	36 R to R 8	R (B 4) to B 2
14 P to Q R 4	B to K Kt 2	37 R to Q 8 ch	K to B 2
15 B to R 3	Q to Kt 4	38 R to Q R 8	K to Q 3 (E)
16 P to B 4	Q t. Q	39 R to Q 8 ch	K to B 2 (F)
17 P t. Q	B to B sq	40 R to Q R 8	K to Q 3
18 B t. B	Kt t. B		
19 K to B 2	P to K R 4		
20 R to R sq	KRtoKtsq (C)		
21 P to R 5	Kt to Q 2		
22 P to Q Kt 4	K to K 2		
23 Kt to R 4	R to Kt sq		

Drawn game.

(A) This retreat is necessary, unless Black were prepared to play the P to Kt 4 at once, which many players would prefer.

(B) The object of this move is not obvious.

(C) Although Black has been tardy in his development, he has posted his Pawns in an almost impregnable position, and White has no prospects of breaking through.

(D) Finely played. The sacrifice appears to insure the draw in every case.

(E) Black cannot afford to lose the Q R P, and is compelled to move to and fro.

(F) If:

39	Kt to Q 2
40 R t. Kt ch	R t. R
41 R to K 6 ch	K to B 2
42 Kt t. R	K t. Kt
43 R t. P at Kt 3.	

Game 162, played on the 20th of June.

BUY LOPEZ.

White.	Black.	White.	Black.
G. H. MACKENZIE.	S. ROSENTHAL.		
1 P to K 4	P to K 4	34 B to Kt 4	P to Kt 4
2 Kt to K B 3	Kt to Q B 3	35 R to K 2 ch	B to K 5
3 B to Kt 5	P to Q R 3	36 B to B 5	K to B 4
4 B to R 4	Kt to B 3	37 P to B 4	Kt P t. P
5 P to Q 4	Kt t. Q P (A)	38 P t. P	R to Q sq
6 Kt t. Kt	P t. Kt	39 B to Kt 6	R to Q 3
7 P to K 5	Kt to K 5	40 P to B 5	R to K 3
8 Q t. P	Kt to B 4	41 P to B 3	B to B 6
9 Kt to B 3	B to K 2	42 R t. R (E)	K t. R
10 B to Kt 3	Kt t. B	43 P to B 6	K to Q 3
11 R P t. Kt	Castles	44 P to B 7	B to Kt 5
12 B to B 4	P to K B 3	45 B to R 5	B to K 3
	(P) (B)	46 B to Kt 6	B to Kt 5 (F)
13 Q to B 4 ch	K to R sq	47 P to B 4	P t. P
14 P t. P	B t. P	48 K t. P	B to B sq
15 Q t. Q B P	B t. Kt ch	49 B to R 5	B to Q 2
16 P t. B	Q t. Q	50 K to Q 4	B to B sq
17 B t. Q (C)	P to Q 4	51 K to K 4	K to K 3
18 B to Kt 6	R to K sq ch	52 P to B 5 ch	K to B 3
19 K to Q 2	B to Q 2	53 B to B 3 ch	K to Kt 4
20 B to Q 4	K to Kt sq	54 P to R 4 ch	K to R 3
21 P to K B 4	R to K 5	55 K to K 5	K to Kt 2
22 B to K 5	B to Kt 4	56 K to Q 6 dis. ch	K to B 2
23 K R to K sq	R t. R	57 K to K 5	B to Q 2
24 R t. R	B to Q 2(?) (D)	58 K to B 4	B to B sq
25 B t. K Kt P	R to K sq	59 K to Kt 5	B to Q 2
26 B to K 5	P to K R 4	60 K t. P	B t. P
27 R to K 3	K to B 2	61 K to Kt 5	B to B sq
28 R to Q 3	R to K Kt sq	62 P to R 5	K to Kt sq
29 P to Kt 3	B to K 3	63 K to Kt 6	B to Kt 2
30 K to K 3	R to K sq	64 P queens ch	B t. Q
31 K to Q 4	R to Q B sq	65 P to R 6	Resigns.
32 B to Q 6	B to B 4		
33 R to Q 2	K to K 3		

(A) Not so good as the more usual 5 P t. P, which pro-

duces a perfectly satisfactory defence.

(B) It is difficult to find a good move here. This loses a Pawn, but leaves the draw a certainty.

(C) With Bishops of different colours and such a position the extra Pawn is of no value.

(D) 24 . . . R to K sq or K to B 2 made the draw certain. This

astounding blunder loses another Pawn and the game.

(E) With a passed Pawn on each side of the Board White can afford to change Rooks.

(F) If:

46 . . .	K to B 3
47 B to R 5	K to Kt 4
48 B to Kt 4	K to B 3
49 K to K 5	B to B sq
50 P to K B 5, followed by 51 P to K R 3 and P to Kt 4.	

Game 163, played on the 5th of June.

SICILIAN.

White.	Black.	White.	Black.
H. E. BIRD.	G. H. MACKENZIE.		
1 P to K 4	P to Q B 4	31 B to Q 6	B to R 4
2 P to Q Kt 4 (A)	P t. P	32 Q to Kt 2	P to Kt 3
3 P to Q 4	P to K 3	33 Kt to K 5 (E)	Q to Q sq
4 B to Q 3	Kt to Q B 3	34 Kt t. Kt	R t. Kt
5 Kt to K 2	P to Q 4	35 B to K 5	P to Kt 4
6 P to K 5	P to K Kt 3	36 R to Kt 3 ch	B to Kt 3
7 P to Q R 3	B to Q 2 (B)	37 Q to K B 2	K to B 2
8 Castles	Kt to R 3	38 R to Kt 5	R to Kt sq
9 B to Q 2	Kt to B 4	39 Q to R 4	K to K sq
10 B t. Kt	Kt P t. B	40 Q to Kt 3	K to B 2 (F)
11 P t. P	B t. P	41 Q to R 4	K to K sq
12 P to Q B 3	B to K B sq	42 R to K 3	R to K B 2
13 Kt to Kt 3	B to Kt 2	43 Q to K sq (G)	P to R 3
14 Kt to Q R 3	P to Q R 3	44 R (Kt 5) to Kt 3	K to Q 2
15 Q to R 5	Castles	45 B to Q 6 (!)	R to B 3
16 Q to R 3	P to B 3	46 B to B 5	Q to Kt sq
17 Kt to R 5	R to B 2	47 R to K 5	Q to Kt 2
18 P to K B 4	Kt to K 2	48 R (Kt 3) to K 3	B to B 2
19 Kt to Q B 2	B to Kt 4	49 Q to R 4	R (B 3) to Kt 3
20 R to B 3 (C)	B to K 7	50 R to Kt 3	K to B sq
21 P t. P	B t. P	51 R t. R	R t. R
22 R to K 3	B to Kt 5	52 R to K 3	B to K sq
23 Q to Kt 3	Kt to Kt 3	53 Q to K sq	Q to K B 2
24 Kt t. B ch	Q t. Kt	54 R to K 2	B to B 3
25 Q R to K sq (D)	Q R to K sq	55 R to B 2 (H)	B to Kt 2
26 Kt to Kt 4	Q R to K 2	56 Q to K 5	Q to Q B 2
27 Kt to Q 3	R to Kt 2	57 Q to R 8 ch	Q to Q sq
28 Q to B 2	Kt to B sq	58 Q to K 5 (I)	Q to B 2
29 B to B sq	Kt to Q 2	59 Q to K 3	P to Q R 4
30 B to R 3	R to K sq	60 P to Kt 3	

Drawn game.

(1) If White now plays Q to K R 7, Black's reply of Q to K Kt sq would force a draw.

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White.	Black.
24 B t. Kt	R t. B
25 P to K 5	B to Q B 3
26 Q to Q 3	Rt.QKt(?) (B)
27 P t. R	Q P t. P
28 Kt t. K Kt P	P t. Kt
29 R t. R ch	B t. R
30 Q t. Kt P ch	QtoKt2(?) (C)
31 R t. B ch (!) (D)	K t. R
32 B to R 6	K to Kt sq
33 B t. Q	Kt t. B
34 K to Kt sq	Resigns.

[The notes are by Mr. H. E. Bird.]

(A) P to Q Kt 4 would have been a very serviceable move for Black before moving Kt to B 5.

(B) It is unaccountable that Black did not at once perceive the necessity as well as advantage of taking the K Kt, which is in a threatening position, rather than

the Q Kt, which is comparatively harmless. He would then have had an advantage in position more than equivalent to the sacrifice of the Rook for Bishop and Pawn. For example:

26	R t. K Kt
27 B t. R	P t. P
28 B to Q 2	Kt to K B 3
29 K to Kt sq	Kt to Q 5
30 Kt to K 4	P to K B 4
31 Kt to Kt 5	R to K sq

Black's pieces are excellently arranged, and his Pawns are so strong that we incline to think that he has an advantageous position.

(C) Even now, by interposing Bishop, Black might draw.

(D) Mackenzie takes advantage of the opportunities offered in excellent style.

Game 165, played on the 11th of June.

RUY LOPEZ.

White.	Black.	White.	Black.
G. H. MACKENZIE.	J. MORTIMER.		
1 P to K 4	P to K 4	22 P t. B P	R to K sq
2 Kt to K B 3	Kt to Q B 3	23 P t. P	Q t. P
3 B to Kt 5	P to Q R 3	24 B to K 3	R to Q Kt sq
4 B to Q R 4	Kt to B 3	25 P to R 3	P to R 3
5 P to Q 4	Ktt.KP(?) (A)	26 Q to K B 2	Q to Kt 6
6 Castles	B to K 2	27 B to Q 4	P to K 6
7 Q to K 2	P to Q 4	28 B t. K P	Q t. Kt P
8 Kt t. K P	B to Q 2	29 Q to B 7 ch	K to R sq
9 B t. Kt	P t. B	30 Q t. B P	R to K sq
10 R to K sq	Castles (?) (B)	31 B to Q B sq	Q to Q 5 ch
11 P to K B 3	P to K B 4 (C)	32 K to R sq (?)	Q to Q B 5
12 P t. Kt	B P t. P	33 K to Kt sq	Q to Q 5 ch
13 B to K 3	B to Q 3	34 K to R 2	Q to B 5
14 Kt t. B	Q t. Kt	35 B to Q Kt 2 (!)	R to K Kt sq
15 Kt to Q 2	P to Q R 4	36 R to B 8 (!)	Resigns.
16 R to K B sq	P to R 5		
17 R t. R ch	B t. R		
18 R to K B sq	B to Q 3		
19 P to B 4	B to Kt 5		
20 P to Q R 3	B t. Kt		
21 B t. B	P to B 4 (?)		

(A) Well known as disastrous.

(B) Still worse, losing a piece; Kt to Q 3 seems necessary.

(C) It is clear that if the Kt be moved White changes his Kt for Q B, and wins the K B.

Game 166, played on the 15th of June.

RUY LOPEZ.

White.	Black.
G. H. MACKENZIE.	S. WINAWER.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	P to Q R 3
4 B to R 4	Kt to B 3
5 P to Q 4	P t. P
6 Castles	B to K 2
7 P to K 5	Kt to K 5
8 Kt t. P	Kt to B 4
9 B t. Kt	Q P t. B
10 B to K 3	Castles
11 Kt to Q B 3	K to R sq (A)
12 Q to R 5	Kt to K 3
13 K Kt to K 2	P to K Kt 3
14 Q to B 3	P to B 3
15 Q R to Q sq	Q to K sq
16 Q to Kt 3	P t. P
17 Q t. P ch	B to B 3
18 Q to Kt 3	R to B 2
19 K R to K sq	Kt to Kt 2
20 B to Q 4	B t. B
21 Kt t. B	Q to B sq
22 Kt to K 4	B to B 4
23 Kt to Kt 5	R to K 2
24 Kt t. B	R t. R ch
25 R t. R	Q t. Kt (B)
26 R to K 7	Q t. P (?) (C)
27 P to K R 4 (!)	Q t. P
28 Q t. P	K to Kt sq (?)
	(D)
29 Q to B 4 (!)	Q t. P (?) (E)
30 Q to K 5 (!)	Resigns. (F)

(A) Up to this point the game has been correctly opened by both players. I fail to see the purpose of this move. 11 P to K B 3 gives Black a good game.

(B) Black has played most carefully to this point, and avoided all the latent dangers of the position. This is preferable to taking with the Kt. If:

25 Kt t. Kt
 26 Q to B 3 ch Q to K Kt 2
 27 Q to Q Kt 3 P to Q Kt 4
 28 Kt to B 7 ch K to Kt sq
 29 Kt to K 5 dis. ch, and wins at least a Pawn.

(C) 26 R to K sq would have forced the exchange of Rooks with a perfectly equal game.

(D) Flurried by the difficulties into which he has fallen, Black makes a bad move.

28 P to K R 3
 29 Kt to K 6 R to Kt sq,

and he apparently escapes all danger.

(E) White threatens fatal checks at K B 7 and Q B 4; the move made guards against both, but opens other perils. If:

29 R to K B sq
 30 Q to B 4 ch K to R sq
 31 Kt to B 7 ch R t. Kt
 32 Q t. R P to K R 4
 33 R t. Q Kt P, and wins.

(F) If the Kt moves, R t. R P, and mates at R 8.

SECTION VII.

MASON'S GAMES.



THE NOTES TO THE GAMES IN THIS SECTION ARE BY J. MASON.

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MASON'S GAMES.

Game 167, played on the 26th of April.

GIUOCO PIANO.

White.	Black.	White.	Black.
J. MASON.	G. H. MACKENZIE.		
1 P to K 4	P to K 4	41 Kt to B 5	R fr. B 2 to Q 2
2 K Kt to B 3	Kt to Q B 3	42 Q to B 6	B to Q Kt 3
3 B to B 4	B to B 4	43 R to R 6	R to Kt sq (O)
4 P to Q 3	Kt to K B 3	44 Kt fr. Q 5 to K 3	R fr. Q 2 to Q sq
5 P to Q B 3	P to Q 3	45 Q to Q 5	Q t. Q
6 B to K 3	B to Kt 3	46 Kt t. Q	B to K B 2
7 Q Kt to Q 2	B to K 3	47 Kt to B 6 ch	K to R sq
8 B to Q Kt 5	Castles (A)	48 Kt t. Kt P	B to K 3
9 B t. Kt (B)	P t. B	49 Kt fr. Kt 4 to K 3	K to R 2
10 B to Kt 5	R to K sq	50 P to Kt 4	B to B sq
11 Kt to B sq	R to Kt sq	51 R to R sq	B t. Kt
12 Q to K 2 (C)	P to K R 3	52 K P t. B	Resigns. (P)
13 B to R 4	B to Kt 5 (D)		
14 B t. Kt (E)	Q t. B		
15 Kt to Kt 3	Q to Kt 3		
16 P to K R 3	B to Q 2		
17 K to B sq (F)	K to R 2 (G)		
18 R to Q sq	Q to K 3		
19 P to Q B 4 (H)	P to Kt 3		
20 P to K R 4	Q to Kt 5		
21 P to R 5	P to Kt 4		
22 Q to B 2	P to K B 4 (I)		
23 P to Kt 4 (J)	P to B 5		
24 Kt to K 2	P to Q B 4		
25 P to Kt 5	P to B 3 (?) (K)		
26 P to Q R 4	P t. P		
27 R P t. P	R to K B sq		
28 Kt to B 3	B to K sq		
29 Kt to K Kt sq	Q to K 3 (?) (L)		
30 Kt to Q 5	P to Kt 5		
31 Q to R 2	R to B 2 (M)		
32 R to R sq	B to Q sq		
33 Kt to K 2	R to K Kt 2		
34 P to K Kt 3 (N)	P to B 6		
35 Kt fr. K 2 to B 3	Q R to Q Kt 2		
36 Q to R 6	Q to Q 2		
37 Kt to K 3	R to Q Kt 3		
38 Q to R 2	R to K B 2		
39 Kt fr. B 3 to Q 5	R to Q Kt 2		
40 Q to R 6	Q to K 3		

(A) A questionable manœuvre, as in games of this character the player who Castles first usually gets the worst of it. In all likelihood B to Q 2 would have turned out a better move.

(B) White's object in pinning the Knight was to preserve his Bishop and eventually post it at Q B 2; but, upon his adversary's Castling, he changed his plans for the sake of doubling the Black Pawns and remaining with two Knights against two Bishops in the ending.

(C) Perhaps Q to B 2 immediately was stronger.

(D) P to Kt 4 would have been dangerous play.

(E) See note (B). Black cannot exchange *either* of his minor pieces for one of his opponent's without disadvantage to himself; and the difficulty of exchanging *both* is obvious.

(F) With the idea of playing Kt to R 4, and then Kt to B 5, later

on—an idea he could not well carry out were his K Kt P undefended. Otherwise, the King's move appears of indifferent sort, and might have been postponed if not altogether omitted.

(G) Partly a "waiting" move and partly to make way for his Rook should it be required at K Kt sq.

(H) This may be somewhat against "the Principles," but it has the merit of being in agreement with the actual requirements of the situation.

(I) A formidable advance which, for the moment at least, compels the first player to act more or less on the defensive.

(J) P t. P would have been bad play.

(K) As the subsequent course of the game shows, this was an error.

(L) Of course, B t. P was out of the question; but it seems B to K B 2 was far superior to this retreat of the Queen.

(M) He was threatened with the loss of a piece through 32 Kt t. B, 33 Q to R 7 ch, &c. The error committed at move 25 is now evident.

(N) From this point White has the game in his hands. Whether Black takes or pushes on, in answer to this move, White's Knight must reach the open square at Bishop's fifth, thus rendering the position of Black all but untenable.

(O) White's Queen is now in some danger.

(P) Black gave up rather than prolong a contest which, on the merits of the case, should be against him in the end.

[Mr. Mason writes with modesty as to the state of his game. The P at B 6 must fall at once when attacked by the K R, and Black cannot advance any of his Pawns without increased loss of material. —EDITOR.]

Game 168, played on the 27th of April.

GIUOCO PIANO.

White.	Black.	White.	Black.
J. MASON	A. B. SKIPWORTH.		
1 P to K 4	P to K 4	17 Q to Q 2 (C)	K to Kt 2
2 K Kt to B 3	Kt to Q B 3	18 P to K R 3	Kt to B 3
3 B to B 4	B to B 4	19 Kt to R 4	Q R to Q sq
4 P to Q 3	P to Q 3	20 B t. B	R P t. B
5 B to K 3	B to Kt 3	21 Q to K 2 (D)	B to K 3
6 Q Kt to Q 2	Kt to K B 3	22 R t. R	R t. R
7 P to Q B 3	B to Q 2 (A)	23 B to Kt 3	K to R 2 (E)
8 B to Kt 3	Q to K 2	24 B t. B	Q t. B
9 Q to K 2	P to K R 3	25 P to Q R 3	Q to Q 3
10 Kt to B sq	B to K 3	26 Q to B 3	Q to K 3
11 B to R 4	B to Q 2	27 Q to K 3	Q to B 5
12 Kt to Kt 3	P to K Kt 3 (B)	28 Ktfr. R4 to B5 (F)	P t. Kt (?) (G)
13 B to B 2	P to Q 4	29 Kt t. P	Kt to Kt sq (?)
14 Castles K R	P t. P		(H)
15 P t. P	Kt to Q sq	30 Q to Kt 3	Resigns.
16 Q R to Q sq	K to B sq		

(A) This appears to be fully as good as B to K 3.

(B) So far, Black's principal concern seems to have been the avoidance of any such class of positions as arose in the "Giucco" contested on the previous day between Messrs. Mackenzie and Mason.

(C) A lost move; but somehow or other White has drifted into a position not at all favourable to him as the attacking player.

(D) White is now virtually on the defensive, and, had Mr. Skipworth played on consistently to the end, the result should certainly not have been in Mr. Mason's favour.

(E) A safer square for the King than Kt 2. It is scarcely necessary

to say why B t. B would have been extremely bad play.

(F) On the chance of Black's capturing the Knight.

(G) Either Kt to K Kt sq, or P to K Kt 4, should have been played instead. After the text move Black's chance of winning disappears.

(H) Fatal. The correct move was Kt to K sq, upon which White, in all probability, would have been forced to content himself with the draw by perpetual check—30 Q t. P ch, K to Kt sq, 31 Q to Kt 5 ch, &c. Mr. Skipworth entirely overlooked the effect of White's next move, 30 Q to Kt 3.

Game 169, played on the 1st of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. MASON.	DR. NOEL.		
1 P to K 3	P to K 3	23 Kt t. Kt (I)	Q t. Kt
2 P to K Kt 3 (A)	Kt to K B 3	24 B t. Kt	Q t. B
3 P to Q 4	P to Q B 4	25 Q to K 2	P to K 4 (J)
4 B to Kt 2	Kt to Q B 3	26 P t. P (K)	B t. P
5 Kt to K B 3	P to Q 4	27 Kt to R 4	P to Kt 3
6 P to Kt 3	B to K 2	28 B t. R P	B to B 6
7 B to Kt 2	Castles	29 K R to Q sq	B to Q R sq (L)
8 P t. P	B t. P	30 Kt to Kt 2	P to Q 5
9 Castles	B to K 2	31 B to Q 3 (M)	R fr. B 2 to K 2
10 Q Kt to Q 2 (B)	P to Q Kt 3	32 B to B 4	R t. P (I) (N)
11 R to K sq	B to Kt 2	33 Kt t. R	R t. Kt
12 P to Q R 3 (C)	R to Q B sq	34 Q t. R	Q to Q B 3
13 R to Q B sq	R to B 2 (D)	35 B t. P ch (I) (O)	K t. B
14 B to B sq	Kt to K sq	36 Q to B 2 ch	K to Kt sq (P)
15 B to Q 3 (E)	B to B 3	37 K to B sq	Q to R 8 ch
16 Kt to Q 4	Kt to K 4 (F)	38 K to K 2	Q to K 5 ch
17 B to B sq	Kt to Q 3	39 K to B sq	B to Q Kt 2
18 P to Q R 4 (G)	P to Q R 3	40 R to Q 3 (Q)	B to R 3
19 P to K B 4	Kt to B 3	41 Q R to Q sq	Q to R 8 ch
20 Kt fr. Q 2 to B 3	Q to Q 2	42 K to K 2	Q to K 5 ch
21 B to Q R 3	K R to Q B sq	43 K to B sq	Q to R 8 ch
	(H)		
22 B to Q 3	R to K sq		

Drawn game.

(A) Seldom adopted, and per-

haps, on the whole, not commendable.

(B) Kt to B 3, though it has its drawbacks, seems preferable to this, as it is with great difficulty the Knight can be brought into active service from the post where he now stands.

(C) Unnecessary. The opening of this game is not well played by White.

(D) Preparing to double his Rooks on the Q B file.

(E) That this manœuvre should be considered necessary by White is sufficient to show the inutility of his second and fourth moves, or, in other words, of his whole scheme of development on the King's side of the board. Black's game is in every way to be preferred.

(F) Kt t. Kt or B t. Kt would have freed White from his perplexities.

(G) In order to play Kt to Kt 5, which, as matters stood, could not be done without loss—*e.g.*: 18 Kt to Kt 5, Kt t. Kt, 19 B t. Kt, Kt to B 6 ch, 20 Kt t. Kt, B t. B, and wins at least a Pawn.

(H) The complement to move 13; but White's answer leads him to change his plans, as the doubled Rooks can effect little or nothing, while the opposing Bishop stands at Q 3 with the Q B P unmoved.

(I) Not good; but he was apprehensive of the threatened advance of the Black K P, and thought it as well to exchange voluntarily as to be in a measure forced into it.

(J) Black's attack is now become very strong.

(K) It might have been better for White had he omitted this move and taken the Q R P immediately. Suppose: 26 B t. Q R P, P t. P, 27 B t. B, R t. K P, 28 Q to Q 2, and, though the situation is critical, it is so for both parties, White having as little to fear as his adversary.

(L) This Bishop promising to exert a powerful influence on affairs as soon as Black can push the Queen's Pawn on, he is naturally loath to part with it, even for the sake of at once regaining the Pawn which he is now to the bad.

(M) B to B 4 was better.

(N) Perfectly sound and good play. The position is peculiar, and deserves attentive examination.

(O) The only move; on the other hand, Black is obliged to take the Bishop.

(P) Had White checked with Rook, this move of the King would have left him without resource.

(Q) 40 R to K sq, Q to R 8 ch, 41 Q to Kt sq, Q to B 6 ch, &c., for White cannot venture out with his King, *e.g.*: 40 R to K sq, Q to R 8 ch, 41 K to K 2, Q to K 5 ch, 42 K to Q sq, Q to Kt 5 ch, 43 R to K 2, B to B 6, 44 P to R 3, or R to Kt sq, Q to K 5, followed by B t. R and Q to R 8 ch, winning. As it is, Black can do no better than give perpetual check, and so the game was drawn.



Game 170, played on the 2nd of May.

FRENCH GAME.

White.	Black.
DR. NOA.	J. MASON.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 Kt to Q B 3	Kt to K B 3
4 P t. P	P t. P
5 B to Q 3	B to Q 3
6 Kt to B 3	P to Q B 3
7 Castles	B to K 3 (A)
8 R to K sq	Castles
9 Kt to K Kt 5 (B)	R to K sq
10 P to B 4	B to K Kt 5
11 R t. R ch (C)	Q t. R
12 Q to B sq	P to K R 3
13 Kt to B 3	B t. Kt
14 Q t. B	Q to K 8 ch
15 Q to B sq	Q t. Q ch (D)
16 K t. Q	Q Kt to Q 2
17 B to Q 2	R to K sq
18 R to K sq	R t. B ch
19 K t. R	K to B sq
20 K to B 2	B to Kt 5
21 K to B 3	K to K 2
22 P to K Kt 4	B t. Kt
23 B t. B	Kt to K sq
24 P to K R 4	Kt to Q 3
25 P to R 5	P to B 3 (E)

Drawn game.

(A) What to do with this Bishop

is generally a very pressing question for the second player in the "French." As posted in the present instance, he exercises no particular influence on the game, and is in danger of being attacked and driven back by White's K B P; and if played to Knight's fifth, he must, in course of time, either retreat or take the Knight, and so open up an important line of attack upon his own King.

(B) This, together with the moves immediately preceding and following, is not in furtherance of White's prospects—if he plays to win.

(C) If B t. P ch, Black simply takes the Bishop with Knight.

(D) Playing for the draw; but, as a matter of fact, coming off with slightly the better game.

(E) Here Black might have gone in to win by playing this Pawn two squares instead of one; but the process would have been long, tedious, and difficult, even if possible.

Game 171, played on the 5th of May.

FRENCH GAME.

White.	Black.	White.	Black.
J. MASON.	DR. NOA.		
1 P to K 4	P to K 3	8 B to K Kt 5	Q Kt to Q 2
2 P to Q 4	P to Q 4	9 Q Kt to Q 2	P to Q B 3
3 P t. P	P t. P	10 Q to B 2	Q to B 2
4 Kt to K B 3	B to Q 3	11 K R to K sq	K R to K sq (B)
5 B to Q 3	Kt to K B 3	12 B to R 4	P to K R 3
6 Castles	Castles	13 B to Kt 3	B t. B
7 P to Q B 3 (A)	B to K Kt 5	14 R P t. B (C)	R t. R ch
		15 R t. R	R to K sq

White.	Black.
16 R t. R ch	Kt t. R (D)
17 Kt to R 4	Q to Q 3
18 Kt to B sq	Ktfr.Q2toB3
19 Kt to K 3	Q to K 2
20 Kt to B 3	B t. Kt
21 P t. B	Kt to Q 3
22 Q to K 2	K to B sq
23 Q to B sq	Q to Q 2
24 K to Kt 2	P to K Kt 3
25 Q to Q sq	K to Kt 2
26 Q to R 4	P to R 3
27 Q to B 2	Q to K 2
28 Q to K 2	Kt to Kt sq
29 P to K B 4 (E)	Kt to B 3
30 P to B 3	Kt to R 4
31 Kt to B sq	Q t. Q ch
32 B t. Q	P to K B 3
33 B to Q 3	K to B 2
34 Kt to K 3	Kt to Kt 2
35 K to B 2	P to K R 4
36 B to B sq	Ktfr.Kt2toB4
37 Kt to Kt 2	Kt to Kt 2
38 B to Q 3	

Drawn game.

(A) The customary 7 Kt to B 3 is, no doubt, to be preferred here.

(B) Here the positions are exactly similar, and, as frequently happens, the player having the move finds himself at a loss what to do with it.

(C) Although taking with the other Pawn would open the Bishop's file, it would, on the other hand, so very seriously lessen his control over the two important squares, King's third and fourth, that it was judged best to take as in the text.

(D) This sudden flight of Rooks augurs ill, so far as any decisive result is concerned; and the subsequent play, on both sides, clearly tends in the like direction.

(E) This looks as if something were about to happen, but it turns out to be nothing.

Game 172, played on the 4th of May.

SICILIAN.

White.	Black.	White.	Black.
J. MASON.	H. E. BIRD.		
1 P to K 4	P to Q B 4	18 P to K B 4	P to B 3
2 Kt to K B 3	P to K 3	19 Q to R 5	Q to K B 2
3 Kt to B 3	Kt to K 2 (A)	20 K R to K sq	K R to K sq
4 P to Q 4	P t. P	21 Kt to B sq	Kt to K 2
5 Kt t. P	Kt to Kt 3	22 Q t. Q ch	K t. Q (D)
6 B to K 2	Kt to B 3	23 Kt to K 3	Q R to Q sq
7 Castles	Kt to B 3	24 Q R to Q sq	B to B 2
8 B to K 3	B to K 2	25 K to Kt sq	P to K R 4
9 K to R sq (B)	Castles	26 K to B 2	P to Q Kt 3 (E)
10 Kt to Kt sq	B to Kt 5	27 P to K R 4	P to K Kt 4 (F)
11 P to Q B 3	P to Q 4 (C)	28 R P t. P (F)	P t. P
12 P t. P	B to Q 3	29 P t. P	P to Kt 4 (G)
13 Kt to Q 2	P t. P	30 B to B 3	K to Kt 3
14 B t. Kt	Kt t. Kt	31 R to K R sq	K t. P
15 P to K Kt 3	Q to B 2	32 R t. P ch	K to Kt 3
16 B to B 3	B to Q 2	33 R fr. Q sq to	Kt to Kt sq
17 B to Kt 2	B to B 3	K R sq	
	P to Q R 3	34 R to R 7	R to K 2

White.	Black.
35 R fr. R sq to R	Kt t. R
6 ch (I) (H)	
36 R t. R	B t. P ch (I)
37 K t. B	R to K Kt sq
38 K to R 4	Kt to B 4 ch
39 Kt t. Kt	K t. Kt
40 R to B 7 ch	K to K 3
41 R to B 6 ch	K to Q 2
42 B to Kt 4 ch	K to B 2
43 R to B 7 ch	K to Kt sq
44 R to K R 7	R to Kt 3
45 R to R 8 ch	K to Kt 2
46 P to Kt 4	K to B 2
47 B to K 5 ch	K to Kt 2
48 K to R 5	Resigns.

(A) The ordinary move, 3 Kt to Q B 3, seems preferable.

(B) There was no necessity for this; 9 P to K B 4 might have been played without danger.

(C) Hereabouts the contest assumes a rather animated character, and for the next score of moves or

so is very evenly carried on by both parties.

(D) With the disappearance of the Queens the slight weakness Black suffers from, in the isolation of his centre Pawn, is somewhat increased.

(E) Having got his K at B 2, in defence of his Rook, White was in a position to play B to B 5, whereupon the Black Pawn must have fallen.

(F) Black's last move, P to K Kt 4, was ill-considered, and White's superiority is now palpable.

(G) Doubtless with the object of pinning the Knight, should his opponent play 30 B to B 6.

(H) Perhaps the simplest way to bring the game to an end.

(I) As he was under mate, the piece could not be saved. The remaining play requires no comment.

Game 173, played on the 7th of May.

ENGLISH OPENING.

White.	Black.	White.	Black.
J. MASON.	A. SELLMAN.		
1 P to Q B 4	P to Q B 4	18 B to B 2	B to R 6
2 P to K 3	P to K 3	19 K R to Kt sq	Kt to Q sq
3 Kt to K B 3	P to Q 4	20 Kt to K 5	B to K sq
4 P to Q 4	Kt to K B 3	21 P to K 4 (F)	Kt to B 2
5 Kt to B 3	Kt to B 3	22 P t. P	Kt t. Kt
6 P t. Q P	K Kt t. P (A)	23 B P t. Kt	Kt P t. P
7 B to Kt 5	Kt t. Kt	24 R to K B sq	R to R 2
8 P t. Kt	B to Q 2	25 R to B 3	Q to B 3
9 Castles	B to K 2	26 B to R 6	B to Kt 3
10 B to Q 2 (B)	Castles	27 Q R to K B sq	B to B sq
11 Q to K 2	Q to B 2	28 B to K 3	R to Q Kt 2
12 B to Q 3	P to Q R 3 (C)	29 P to K R 4	K to R sq
13 K R to B sq	K R to B sq	30 R to Kt 3	Q to K sq
14 Kt to K sq	P to Q Kt 4	31 B to Q sq	P to K R 4 (G)
15 P to K B 4 (D)	P to K Kt 3	32 Q to B 3	R to Q 2
16 Kt to B 3	P to B 5	33 Q to B 4	R (B sq) to B 2
17 B to K 4	P to K B 4 (E)	34 Q to Kt 5	K to R 2 (?) (H)
		35 B t. R P	B to B 2

Q

White.	Black.
36 B to Q sq	P to R 4
37 B to Q B 2	Q to K 2
38 B t. P ch (I) (I)	P t. B
39 Q t. P ch	K to R sq
40 B to Kt 5	Resigns.

(A) As is become the usage of late, Black takes the Pawn with Knight in order to avoid the isolation of his own Queen's Pawn.

(B) Rather than B to Kt 2, partly on account of the answer, Q to Kt 3, forcing the exchange of one of the Bishops.

(C) Preparatory to the advance of the Knight's Pawn. Black's position on the Queen's side is stronger than that of his opponent.

(D) With a view to organising an attack on the King, as an offset

to the disadvantage he labours under on the other side of the board.

(E) Injudicious, as it not only materially weakens his guard over King's fourth and Knight's fourth, but in other ways falls in with White's designs. Q R to Kt sq seems a much better move.

(F) See above. Whether Black takes this Pawn or not, it is clear that White's game has undergone a somewhat sudden improvement.

(G) Fearing the advance of the opposing Rook's Pawn.

(H) A blunder. R to K Kt 2 was the correct play.

(I) After this White must win with ease, whatever Black may do.

Game 174, played on the 8th of May.

FRENCH GAME.

White.	Black.	White.	Black.
S. ROSENTHAL.	J. MASON.		
1 P to K 4	P to K 3	22 K R to K sq	R to B 5
2 P to Q 4	P to Q 4	23 Q to B 3	Q to B 2
3 P t. P	P t. P	24 K to R sq (E)	K to R sq
4 Kt to K B 3	B to Q 3	25 P to R 3	P to Q Kt 4
5 B to Q 3	Kt to K B 3	26 R to K B sq	P to K R 4
6 Castles	Castles	27 R (K 2) to K sq	P to R 5
7 Kt to B 3	P to B 3	28 Kt to K 2	Kt to K 5
8 Kt to K 2	B to K Kt 5	29 R to Q sq	Q to B 4
9 Kt to Kt 3	Q Kt to Q 2 (A)	30 B to K sq	R to K B 2
10 P to K R 3	B to K 3	31 R to Q 4 (F)	B to K 2
11 Kt to Kt 5 (B)	P to K R 3	32 R t. R	Kt P t. R
12 Kt t. B	P t. Kt	33 Kt to Q 4	Q to Kt 3
13 P to K B 4	R to K sq	34 P to R 4	P to K 4 (G)
14 P to B 3	Q to B 2	35 P to B 5	Q to K R 3
15 Q to B 3	R to K 2	36 Kt to K 6	P to Kt 3
16 B to Q 2	P to B 4	37 Q to Q sq	P to Q 5
17 P t. P	Kt t. P	38 Q B P t. P	R t. P
18 P to Kt 4 (C)	Kt t. B	39 R t. R	P t. R
19 Q t. Kt	R to Q B sq	40 Kt to B 5 (H)	B t. Kt (I)
20 Q R to K sq	Q to B 3 (D)	41 Q P t. B	P to B 6
21 R to K 2	Q to K sq	42 Q to Q 8 ch	K to Kt 2
		43 Q to K 7 ch	K to Kt 3

White.	Black.
44 Q to K 8 ch	K to Kt 4
45 Q t. P	Q to K B 3
46 Q to Q 5	K to Kt 3
47 Q to Kt 8 ch	K to R 3
48 B t. R P (J)	Q t. B
49 Q to B 8 ch	K to Kt 4
50 Q to K 7 ch	K to R 4
51 Q to R 7 ch	K to Kt 4

Drawn game.

(A) Apparently inferior to 9.... Q to B 2, stopping White from immediately attacking the Bishop as in the text.

(B) The object of this is somewhat dubious. Black's Bishop is not well placed, and its exchange for the Knight is no injury to him, notwithstanding the resulting weak Pawn at K 3.

(C) This unsatisfactory-looking move was not made without due consideration; and that Mr. Rosenthal found it necessary suggests a fault somewhere, which even thus early in the game had cost him at least whatever advantage he had in beginning it. However, it looks as if 18 K to R sq might have been played instead, and the advance of the Pawn delayed until absolutely forced. It may be added that Black threatened 18.... Q to Kt 3.

(D) In order to be able to defend the King's Pawn, which must soon be strongly attacked, and at the same time keep control of the Bishop's file with the Rook.

(E) A "waiting" move as much as anything; and so of Black's reply, only it turns out to be a very bad one.

(F) Nothing would be gained by 31 B t. P on account of the answer, 31.... Kt t. P, 32 Kt t. Kt, Q R t. K B P (!)

(G) From this point onward the contest is no less interesting than difficult, and it is not easy to see where either player could have sensibly bettered his play.

(H) Better, no doubt, than 40 P to Q 5.

(I) Were it not for the unfortunate position of Black's King, he would stand a very good chance of winning now through 40.... P t. P; but as it is the capture of the Knight is almost obligatory.

(J) White plays for the draw, and although Black might have avoided it by playing on the Q B P, the result would in all probability have been the same, though by strict analysis it may be shown that the latter should win.

Game 175, played on the 9th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. MASON.	S. ROSENTHAL.		
1 P to K 3	P to K 4	9 P to Q 4	Q to B 3 (B)
2 P to Q B 4	Kt to K B 3	10 P to B 4	P to Q Kt 3
3 Kt to Q B 3	P to Q 4	11 B to Kt 2	B to K Kt 5
4 P t. P	Kt t. P	12 P to Q 5 (C)	Kt to K 2
5 Kt to B 3	Kt t. Kt	13 Kt to Q 2	B t. B
6 Kt P t. Kt	B to Q 3	14 Q t. B	Q to Kt 3
7 B to K 2	Castles (A)	15 Q R to B sq	Q R to K sq (D)
8 Castles	Kt to B 3	16 P to K 4	P to K B 4
		17 P to B 3	P to B 5

White.	Black.
18 Kt to Kt 3	Q to R 4
19 P to B 5	P t. P
20 Kt t. P	R to B 3
21 Kt to Q 3	R to R 3
22 P to K R 3	R to Kt 3
23 K to R sq	R to Kt 6
24 B to B 3	Kt to B 4 (E)
25 P t. Kt (F)	P to K 5
26 Q R to K sq	R to K 2
27 P t. P	Q t. Q
28 R t. Q	R t. Kt
29 P to K 5 (G)	R t. Q P (H)
30 R t. P	B t. P (?) (I)
31 R (B 4) to K 4	R to Q 8 ch
32 B to K sq	R to Q 4
33 P to K Kt 4	P to K R 3
34 K to Kt 2	K to B 2
35 B to R 4	R to K sq
36 B to Kt 3	K to B 3
37 B to K sq	P to Kt 3
38 B to R 4 ch	P to Kt 4
39 B to Kt 3	R to K 2
40 B t. B ch (J)	R t. B
41 R t. R	R t. R
42 R t. R	K t. R
43 K to B 3	P to K R 4
44 K to K 3	P t. P
45 P t. P	K to Q 4
46 K to Q 3	P to B 4
47 K to B 3	P to B 5
48 P to B 6	K to K 3
49 K t. P	K t. P
50 K to Q 4	K to K 3
51 K to K 4	P to R 3
52 P to R 3	P to R 4
53 P to R 4	K to B 3
54 K to Q 5	K to B 2
55 K to K 5	K to Kt 3
56 K to K 6	K to Kt 2
57 K to B 5	K to B 2
58 K t. P	K to Kt 2
59 K to B 5	K to B 2
60 K to K 5	K to Kt 3
61 K to Q 5	K to Kt 4
62 K to B 5	K t. P
63 K to Kt 5	K to B 4
64 K t. P	K to K 3
65 K to Kt 6	K to Q 2
66 K to Kt 7	Resigns.

(A) Black has now a very fair position, notwithstanding his adoption of the "open" against the "close" development of his opponent.

(B) The advance of the Pawn was not advisable, as sooner or later White could attack it with P to B 3, thus gaining an open file for his Rook, and remaining with a very strong array of Pawns in the centre.

(C) Compulsory, if the breaking up of the Pawns was to be avoided.

(D) Most players would decidedly prefer Black's game now. He has a strong attack in prospect, against which the only set-off is a slight weakness on the Queen's side, which ought not to trouble him until the very end, even if his attack should come to nothing.

(E) A most ingenious *coup*, which so nearly makes an end of White's defence that one must incline to believe it ought to have succeeded. It appears, however, that he had a better move still: i.e., 24 Kt t. P.

(F) There seems nothing better.

(G) The Pawns could not be maintained intact, and this was about as good a move as White had at his command.

(H) 29 R t. B was decidedly better, as although White would come out a Pawn ahead after 30 P t. B, R to Q 2 (if R t. R the Pawn goes to Queen), 31 P t. P, K R t. B P, 32 R t. P, &c.), the game would in all probability be drawn.

(I) Safe as this appears it is none the less a mistake, the ultimate effect of which is the loss of the game.

(J) White has an easy victory now, the Pawn position being won, and the exchange of all the pieces inevitable.

Game 176, played on the 10th of May.

FRENCH GAME.

White.	Black.	White.	Black.
S. WINAWER.	J. MASON.		
1 P to K 4	P to K 3	46 P to K 4 (!) (L)	K to Kt 2
2 Kt to Q B 3	P to Q 4	47 P t. P	B P t. P
3 P to Q 4	Kt to K B 3	48 Kt to Q 3	B to K 2 (M)
4 B to K Kt 5	B to K 2	49 R to B 2	Q to Q sq
5 B t. Kt (A)	B t. B	50 R (B 4) to B 3	Q to K sq
6 Kt to B 3	P to K Kt 3 (B)	51 Kt to B 4	R to Kt sq
7 P to K R 4	P to Q R 3	52 Kt to R 3	R to B sq
8 P to K Kt 4	Kt to B 3	53 Q to Kt 2	B to Q sq
9 P to K 5	B to Kt 2	54 R to B 4	B to K 2
10 P to Kt 5	P to Kt 3 (C)	55 Q to B 3	B to Q sq
11 Kt to K 2	B to Kt 2	56 R to B sq	K to Kt sq
12 P to R 5	Q to Q 2	57 Q to K 2	Q to B 3
13 P to B 3	Castles Q R	58 R to Q R sq	Q to Q 2
14 P to R 6	B to B sq	59 Q to Q sq	R to R 2
15 Q to Q 2	B to K 2	60 R to B 2	B to B 2
16 Castles (D)	Kt to R 4	61 K to Kt 3	R to Q B sq
17 Q to B 2	Q B to B 3 (E)	62 Q to Kt 4	B to Q sq
18 Kt to B 4	B to Q Kt 4	63 R (R sq) to K B sq	Q to K sq
19 B t. B	P t. B	Drawn game. (N)	
20 Kt to Q 3	K to Kt 2	(A) Now thought stronger than	
21 K to Q 2 (F)	R to R sq	5 P to K 5, followed by 6 B t. B,	
22 K to K 2	Q to B 3 (G)	7 Kt to Q sq, &c.	
23 R to Q B sq	K R to Q B sq	(B) A dangerous kind of move.	
24 K R to Kt sq	Q to K sq (H)	6 . . . P to Q R 3, with the intention	
25 R to Kt 4	Kt to B 3	of soon playing P to Q B 4, was pre-	
26 P to R 3	Kt to R 4	ferable.	
27 K to B sq	Kt to B 5	(C) With the view of Castling	
28 Q to K 2	Q to Q 2	Q R, a similar manœuvre on the	
29 K to Kt 2	R to K B sq	other side being out of the question	
30 R to B 4	Q to Q sq	in the face of White's menacing	
31 R to Kt 4 (I)	P to Q B 3	attitude there.	
32 K to R 3	R to R 2	(D) Mr. Winawer afterwards	
33 R (B sq) to K Kt sq	Q to Q 2 (J)	thought this an error, and that he	
34 Kt (B 3) to K sq	K to B 2	should have moved his Bishop and	
35 Kt to B 2	K to Q sq	Castled on the King's side instead.	
36 R to B 4	K to K sq	Certainly he would have been quite	
37 Kt to K 3 (K)	Kt t. Kt	safe in so doing, while his facilities	
38 P t. Kt	B to Q sq	for attack would have been much	
39 Kt to B 2	R to R 5	greater than they appeared to be	
40 Q to Q 3	R to R 2	after the move actually adopted by	
41 K to R 4	B to K 2	him.	
42 Q to Q sq	K to Q sq	(E) Not well played. 17 . . . K to	
43 R to Kt 3	K to B sq	Kt sq, and then R to Q B sq, P to	
44 Q to Kt 4	R to B 2	Q B 4, &c., was better.	
45 R (Kt 3) to B 3	B to Q sq		

(F) Apprehending danger from Black's contemplated operations on the open line, he prepares to shift the King over to his own side, where he becomes all but unassailable. See Note (D).

(G) Very much like a lost move.

(H) It is from the necessity of defending his unfortunate King's Bishop's Pawn that most if not all of Black's troubles arise. His position soon becomes wholly defensive, and his best prospect that of a very difficult draw.

(I) His previous move, 30 R to B 4, was made under pressure of the "time limit," hence its apparent want of purpose.

(J) Black's efforts from hereabouts to the end were chiefly directed to looking after the safety of his King's Bishop's Pawn and preventing the establishment of any White Knight at Bishop's sixth. But there was always danger that his adversary might attempt to break through on the Queen's side, which has to be taken into account as well.

(K) A good move. Black must take the Knight now—thus opening up the Bishop's file for White's Queen and Rooks to operate upon—or it goes to B 6, where he must take it, and so let its companion in at King's fifth or Knight's fifth, as White might elect.

(L) Again a very awkward move for Black to counter. It is pretty obvious he cannot take the Pawn, as 47 Kt t. P would leave him with an entirely lost game.

(M) Safe enough, as White cannot play R t. P on account of B t. P ch, &c.

(N) Though there is no doubt White had the upper hand here, the game was given up as drawn. Mr. Winawer not seeing his way to win it, chose rather to begin a new one than continue this on the chance of his adversary making a blunder, an event not at all unlikely to have happened in a position so difficult and discouraging as that of Black.

Game 177, played on the 21st of May.

RUY LOPEZ.

White.	Black.	White.	Black.
J. MASON.	S. WINAWER.		
1 P to K 4	P to K 4	14 Kt t. P	Q to Kt 3
2 Kt to K B 3	Kt to Q B 3	15 Q R to Kt sq	B to K 3
3 B to Kt 5	Kt to B 3	16 R to Kt 7	Q to B 2(?) (C)
4 Kt to B 3	B to Kt 5	17 Kt t. P	Q to K 2
5 Castles	Castles	18 Kt to K 4	B t. P
6 P to Q 3	B t. Kt	19 P to Q B 4 (D)	K R to Kt sq
7 P t. B	P to Q 3	20 R t. R ch	R t. R
8 B t. Kt	P t. B	21 Kt to B 3	R to Kt 7
9 B to Kt 5	P to K R 3	22 P to B 4 (!)	P to K 5 (E)
10 B t. Kt (A)	Q t. B	23 Kt t. P	B to Kt 6
11 Kt to Q 2	Q to Kt 4	24 P to K B 5	R t. P
12 K to R sq	P to K B 4	25 P to B 6 (!) (F)	Q to B 2
13 Q to K 2	P t. P (B)	26 Q to K sq	P to Kt 4 (G)
		27 Q to Kt sq	B to R 5

White.	Black.
28 Kt to B 5	R to K 7
29 Kt t. B	R to K 3
30 Q to Kt 2	K to R 2
31 Kt to B 5	R to K sq
32 K to Kt sq	P to Q R 4
33 Q to K B 2	R to K 4
34 P to Q 4	R to K sq
35 Q to B 5 ch	K to R sq
36 Q to Q 7	K to Kt sq
37 Q t. R ch	Q t. Q
38 P to B 7 ch	Q t. P
39 R t. Q	K t. R
40 P to Kt 4	P to R 4
41 P to R 3	Resigns.

(A) White now secures whatever advantage may inhere in having a Knight against a Bishop, but in the present case that advantage is about nil.

(B) 18 P to B 5 was also worthy of consideration at this point.

(C) A downright blunder, such as rarely occurs in Mr. Winawer's play.

(D) The Bishop is now shut in in such a way that he can hardly escape without loss.

(E) It will be seen that the Pawn could not be saved. Had he played 22 Q to Kt 5 the following was not improbable: 23 P t. P, Q t. Kt, 24 P to K 6, Q t. P at B 2, 25 Q t. Q, R t. Q, 26 P to K 7, and wins. If in the foregoing 24 R t. P, then 25 Q to R 5, Q to B 3, 26 Q to K 8 ch, K to R 2, 27 Q to B 7, and wins. Neither would 22 B to Kt 6 do, because of 23 Q t. P, Q t. Q, 24 P t. Q, B t. P, 25 R to B 2, &c.; or, if 24 B to R 7 or R t. P, 25 P to K 6, &c.

(F) As the Pawn cannot be taken the game is virtually at an end.

(G) To avoid the consequences of 27 P t. P he must suffer the loss of his Bishop.

Game 178, played on the 11th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
B. ENGLISH.	J. MASON.		
1 P to Q 4	P to KB 4 (A)	17 Kt to K 5	Kt to K 5
2 P to QB 4	Kt to KB 3	18 P to B 3	Kt to Q 3
3 Kt to KB 3	P to K 3	19 R to B sq	R to B sq
4 P to K 3	P to Q Kt 3	20 Q to Kt 3	Q to Kt 4
5 B to K 2 (B)	B to Kt 2	21 Q t. Q	Kt t. Q
6 Kt to B 3	B to Kt 5 (C)	22 P to Q R 4	Kt to Q 3
7 B to Q 2	Castles	23 Kt to B 6	K R to K sq
8 Castles	P to Q R 4	24 K R to K sq	R to R sq
9 R to B sq	Kt to B 3	25 P to K 4 (G)	P t. P
10 P to Q R 3	B t. Kt	26 P t. P	Kt to K 2
11 B t. B (D)	Kt to K 2	27 B to B 4	Kt to Kt 3
12 Kt to Q 2	Q to K sq	28 B to Kt 3	K R to Q B sq
13 B to B 3	P t. B	29 Kt to K 5	Kt t. Kt
14 Kt t. B	P to Q 4 (E)	30 B t. Kt (H)	Kt to K sq (I)
15 B to Q 2	P t. P	31 R to B 6	K to B 2
16 R t. P	Q Kt to Q 4 (F)	32 K R to Q B sq (J)	K to K 2
		33 P to Q 5	P t. P

White.	Black.
34 P t. P	R to Q sq (K)
35 B t. B P	R t. P
36 B t. P	R to Q 7
37 B to B 5 ch	K to Q 2
38 B to R 3	R to Q 8 ch
39 R t. R	K t. R
40 R to Q B sq ch	K to Q 4
41 P to K R 3	R to R 2
42 R to B 5 ch	K to K 5
43 R to B 8	Kt to B 3
44 B to B 5	R to Kt 2
45 R to Q R 8	R t. P
46 R t. P	Kt to Q 4
47 R to R 7	P to Kt 3
48 R t. P (L)	Kt to B 5 (M)
49 R to K 7 ch	K to B 4
50 B to B 2	R to R 7
51 R to K B 7 ch	K to K 5
52 P to K R 4 (?) (N)	R t. P
53 B to Kt 3	Kt to K 7 ch
54 K to R 2	Kt t. B
55 K t. Kt	K to K 4
56 R to B 3	R to Kt 5
57 K to R 3	R to R 5
58 R to Q Kt 3	K to B 3
59 P to Kt 4	R to Q B 5
60 K to Kt 3	R to R 5
61 R to Kt 6 ch	K to Kt 2
62 R to Kt 7 ch	K to Kt sq
63 K to B 3	K to B sq
64 R to Q 7	R to Kt 5
65 R to Q 5	K to B 2
66 R to K 5	K to B 3
67 R to K 4	R to Kt 3
68 R to Q B 4	R to R 3
69 P to Kt 5 ch	K to B 4
70 R to K B 4 ch	K to K 4
71 K to Kt 4	R to Kt 3
72 R to R 4	K to K 3
73 P to R 5	P t. P ch
74 K t. P	K to B 2
75 R to R 8 (O)	K to Kt 2
76 R to R 7 ch	K to Kt sq
77 R to Q B 7	R to Q R 3
78 R to K 7	R to Q Kt 3
79 K to Kt 4	R to Q R 3
80 K to B 5	R to Q Kt 3
81 P to Kt 6	R to Kt 8

Drawn game.

(A) Morphy held this to be Black's best reply to 1 P to Q 4

on the part of White. Nowadays, however, the weight of opinion is against it and in favour of 1 P to Q 4 or 1 P to K 3, it being considered that the difficulty Black usually experiences in developing his Queen's forces more than offsets whatever advantage he gains in evading the Gambit as in the text.

(B) As a rule this is the best way to play the Bishop in Openings of this description.

(C) So it may be fairly suspected that Black would have done better here had he followed his adversary's example in posting his Bishop at King's second.

(D) White has now a very fine position, while that of his opponent is just about so much the worse.

(E) Reluctantly enough was the necessity of this recognised or imagined at the time. 14 P to R 3 looks better play.

(F) Could this Knight hold his ground all might be well; but, as the sequel shows, he cannot. The weakness of Black's Queen's Bishop's Pawn and the difficulty he has in defending it very nearly costs him the game.

(G) With this move, so long threatened and so well timed, Black's troubles begin in earnest.

(H) The great power of the Bishop as compared with the Knight in this part of the contest is somewhat remarkable.

(I) White threatened to win the Pawn offhand through 30 R to B 6, and this seemed the only way to avoid it.

(J) 31 R to K B sq ch looks stronger, to be followed by 32 P to Q 5 should Black play 31 K to K 2. Very probably, in playing as he did, White, for the moment, failed to see that he could not immediately take the Bishop's Pawn.

(K) Merely defensive measures being no longer of any avail, Black is obliged to take the hazard of a counter-attack as his only chance of averting certain defeat.

(L) Doubtful sort of play. He should rather have directed his efforts to the advancement of his passed Pawn.

(M) With this move Black gets all he hoped for—a position which,

if not absolutely drawn, is as near being so as the nature of things would admit.

(N) After this, with correct play on Black's part, it is not possible for White to win. He should never have abandoned the Rook's Pawn.

(O) If 75 P to Kt 6 ch, then 75 K to Kt 2, 76 R to R 7 ch, K to Kt sq, 77 K to R 6, R to Kt sq, and the game is drawn.

Game 179, played on the 25th of May.

IRREGULAR OPENING.

White.	Black.
J. MASON.	B. ENGLISCH.
1 P to K B 4	P to Q 4
2 P to K 3	Kt to K B 3
3 Kt to K B 3	P to Q B 4
4 B to K 2	P to K 3
5 P to Q Kt 3	B to K 2
6 B to Kt 2	Kt to B 3
7 Castles	Castles
8 B to Kt 5 (A)	B to Q 2
9 B t. Kt	B t. B
10 Kt to K 5	R to Q B sq
11 Kt to Q B 3	Kt to Q 2
12 Kt to K 2	P to B 3
13 Kt t. B	R t. Kt
14 P to K Kt 4 (B)	P to K 4
15 Kt to Kt 3	P t. P
16 P t. P	R to K sq
17 Q to B 3	Kt to Kt 3
18 Q R to K sq	B to B sq
19 Kt to B 5	Q to Q 2
20 Kt to K 3	Q R to B sq
21 K to R sq	P to Q 5
22 Kt to Kt 2	Q to Q 4 (C)
23 Q to B 2	B to Q 3
24 P to Q 3	Q to B 3
25 K to Kt sq (D)	Kt to Q 4
26 B to B sq	Q to B 2
27 B to Q 2	Q to B 3
28 P to Q R 4	P to Q Kt 3 (E)
29 Q to B 3	R t. R
30 Kt t. R	R to K sq

White. Black.
31 Kt to Kt 2 Kt to K 2 (F)
Drawn game.

(A) Notwithstanding the unfavourable consequences attending this move in the preceding game between the same players (in a position as nearly as possible identical with the present one), here it is again; and, though followed up in a different and perhaps better way than in the first instance, it affords as little advantage in the one case as in the other.

(B) Safe enough; but nothing more can be said in its favour.

(C) Being second player, Black plays to secure the draw, as this and some of his previous moves sufficiently indicate. As matters stand, however, his game is to be taken for choice, and he should have played to win.

(D) Necessary, to release the Knight and for other reasons.

(E) Had he been playing to win, doubtless 28 P to Q R 3 would have been his move. At all events, it seems as if he might have at least attempted to make

something of the position on the Queen's side, where he was so much stronger than his opponent.

(F) At this point the draw was

mutually agreed upon. But, if the players had been as determined to win as they were willing to draw, it is obvious there was enough material left for a goodly trial.

Game 180, played on the 26th of May.

QUEEN'S GAMBIT REFUSED.

White.	Black.	White.	Black.
B. ENGLISH.	J. MASON.	38 R (Kt 7) to Kt 4	R (Kt 3) to Kt 5
1 P to Q 4	P to Q 4	39 B to B sq	P to R 4
2 P to Q B 4	P to K 3	40 R to R 4	K to Q 2
3 Kt to Q B 3	B to Kt 5 (A)	41 R to B sq	Kt to B 6
4 P to K 3	Kt to K B 3	42 R t. P	Kt to K 7 ch
5 Q to Kt 3	Kt to B 3	43 K to B 2 (L)	R to R 7
6 Kt to B 3	Q to K 2	44 R to R 7 ch	K to B 3
7 P to Q R 3	B t. Kt	45 B to K 3	R to Kt 6 (!)
8 Q t. B (B)	Castles	46 K to B 3 (M)	Kt to Q 5 ch
9 B to Q 3	P t. P	47 K to B 4	R to R 5 (N)
10 Q t. P	P to K 4 (C)	48 R to K 7	Kt to B 7 dis. ch
11 P t. P (D)	Kt t. P	49 K to B 3	R (R 5) to R 6
12 Kt t. Kt	Q t. Kt	50 R to K 6 ch	K to Kt 4
13 Castles	B to K 3	51 R to K 8	Kt t. B
14 Q to B 2	K R to Q sq	52 R to Kt 8 ch	K to B 3
15 P to B 4 (E)	Q to Q 4	53 R t. R	R t. R
16 B to K 2	P to B 3	54 R to Q B sq	Kt t. P dis. ch
17 P to Q Kt 4	B to B 4	55 K to Kt 4	Kt to Kt 2
18 Q to R 2	Q t. Q	56 P to R 4	R to Kt 5 ch
19 R t. Q	B to Q 6 (F)	57 K to R 3	P to B 4
20 B to Kt 2 (G)	Kt to K 5	58 R to K B sq	R to Kt sq
21 B to Q 4	B t. B	59 R to Q R sq	P to Q B 5
22 R t. B	P to Q Kt 3	60 K to Kt 2	K to Q 4
23 R to Q B 2	Q R to B sq	61 K to B 3	Kt to K 3
24 P to B 5	P to B 3 (H)	Resigns.	
25 K R to Q B sq	R to Q 3		
26 P to Q R 4	P to Q B 4		
27 P to R 5	K R to B 3		
28 R P t. P	R P t. P		
29 P t. P	P t. P (I)		
30 R to B 4	K to B 2		
31 B to Kt 2	Kt to Q 3		
32 R to B 4	R to R 3		
33 R to Q sq	Q R to B 3		
34 P to K 4	R to R 5		
35 P to Kt 3 (J)	Kt t. K P (K)		
36 R to Q 7 ch	K to K sq		
37 R t. P	R to Kt 3		

(A) The remarks concerning this move as made in the previous games between the same players may be equally well applied here. It is not good.

(B) 8 P t. B was better play.

(C) A bold step; but whether sound or not it is difficult to say.

(D) The natural alternative, 11 P to Q 5, would, perhaps, have proved more embarrassing for

Black, inasmuch as it would have compelled either the retreat of the Knight or the temporary, if not absolute, sacrifice of a Pawn, through 11 P to K 5, 12 P t. Kt, P t. B or Kt, &c.

(E) This seems weak; but it is evident White has already lost considerable ground, and is no longer on anything like a level with his antagonist.

(F) In thus forcing the exchange of Bishops Black takes the only means of securing his ascendancy.

(G) Just one move too late. Black is able to keep his Knight, and with it his chances of winning.

(H) Of course it would not do to have allowed the White Pawn to go much further.

(I) As will be seen, the difficulty

of making anything out of this solitary passed Pawn is very great.

(J) Intending P to K 5—a move which a little examination will show could not be made immediately without loss.

(K) Venturesome; but it seemed the only way to make any progress towards bringing matters to a decisive issue.

(L) Apparently best; but in reality much inferior to 43 K to Kt 2, as will be seen further on.

(M) Could the Bishop be played to B 2 instead of this (which under the circumstances is probably his best) all might be well; but as it is the difficulties of the situation soon become overwhelming.

(N) The winning move.

Game 181, played on the 15th of May.

FRENCH GAME.

White.	Black.
J. MORTIMER.	J. MASON.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 Kt to Q B 3	Kt to K B 3
4 B to K Kt 5	B to K 2
5 P to K 5 (A)	K Kt to Q 2
6 B t. B	Q t. B
7 Q to Q 2	Castles (B)
8 Kt to Q sq	P to Q B 4
9 P to Q B 3	Kt to Q B 3
10 P to K B 4	P t. P
11 P t. P	P to B 3 (C)
12 Kt to K B 3	P t. P
13 B P t. P	Kt to Kt 3
14 R to Q B sq	B to Q 2
15 B to K 2	B to K sq
16 Castles (D)	B to R 4
17 Kt to K 3	B t. Kt
18 R t. B	R t. R
19 B t. R	R to K B sq

White.	Black.
20 P to Q Kt 3	R to B 5
21 Kt to B 2	R to B sq (E)
Drawn game.	

(A) As played in many games in the Tournament, 5 B t. Kt has been proved fully equal if not superior to this, which had generally been considered as White's best.

(B) It used to be thought necessary to play 7 P to Q R 3, but as White gains nothing by 8 Kt to Kt 5 (which the Pawn's move was intended to prevent), it seems Black may safely Castle.

(C) 11 Q to Kt 5, forcing the exchange of Queens, would not have been bad.

(D) White's position now is, if

anything, preferable to his opponent's.

(E) Black proposed and White accepted the draw, as, with careful

play on both sides, the process of bringing matters to a more decisive issue promised to be long, difficult, and even impossible.

Game 182, played on the 18th of May.

RUY LOPEZ.

White.	Black.	White.	Black.
J. MASON.	J. MORTIMER.		
1 P to K 4	P to K 4	30 K R to B 2	Q to B 2
2 Kt to K B 3	Kt to Q B 3	31 P to K R 3	R to B 6(?) (E)
3 B to Kt 5	P to Q R 3	32 P t. R	P t. P
4 B to R 4	Kt to B 3	33 R t. P	R to Kt 4 ch
5 P to Q 3	P to Q 3	34 Q t. R	P t. Q
6 Q Kt to Q 2 (A)	B to Q 2	35 R to B 7	Resigns.
7 Kt to B sq	B to K 2		
8 B to K Kt 5	P to K R 3		
9 Q B t. Kt	B t. B		
10 B t. Kt	B t. B (B)		
11 Kt to Kt 3 (C)	P to K Kt 3		
12 Q to K 2	Q to K 2		
13 Kt to B sq	B to Q 2		
14 Kt to K 3	P to B 3		
15 P to B 3	P to Q 4(?) (D)		
16 P t. P	Castles K R		
17 P t. P	B t. P		
18 Castles K R	B to Kt 2		
19 K R to K sq	P to B 4		
20 Kt to B 4	P to K 5		
21 P t. P	P t. P		
22 Kt to Q 4	B t. Kt		
23 P t. B	R to B 5		
24 Kt to K 5	Q to B 3		
25 Q to K 3	R to K B sq		
26 R to K 2	K to R 2		
27 R to Q B sq	Q to K 3		
28 P to Q Kt 3	Q R to B 4		
29 Kt t. B	P t. Kt		

(A) Not as good perhaps as the usual move of Kt to B 3.

(B) White's conduct thus far has been more or less perfunctory, with the consequence that his antagonist has a much more simple and easy game to play than he should have at such an early stage of the Lopez.

(C) Here, this Knight ought to have gone to King's third.

(D) An evident and irremediable blunder!

(E) Suicidal. But after his irritating slip at move 15, Mr. Mortimer no doubt felt himself inclined to vigorous measures, however desperate, rather than to a temporising course, which, though prolonging the struggle, should not seriously influence its result.

Game 183, played on the 20th of May.

IRREGULAR OPENING.

White.	Black.
G. H. MACKENZIE.	J. MASON.
1 P to Q 4	P to Q 4
2 Kt to K B 3	P to K 3
3 P to B 4	Kt to K B 3
4 B to Kt 5	B to K 2
5 Kt to B 3	P to B 3
6 P to K 3	P t. P
7 B t. P	Kt to Q 4
8 B t. B	Q t. B
9 Castles	Kt t. Kt
10 P t. Kt	Kt to Q 2
11 B to Kt 3	P to Q Kt 3
12 Q to Q 3	B to Kt 2
13 K R to K sq	Castles K R
14 B to B 2 (A)	P to Kt 3
15 P to K 4	KR to Q sq (B)
16 Q to K 3	P to Q B 4
17 Q R to Q sq	P t. P
18 P t. P	Q R to B sq
19 B to Kt 3	K to Kt 2
20 P to K R 3 (C)	R to B 2
21 Kt to R 2	Kt to B 3
22 Q to K B 4 (?)	R t. P (D)
23 R t. R	P to K 4
24 Q to Q 2	P t. R
25 P to K 5	Kt to Kt sq
26 Q t. P (E)	Q to B 4
27 Q to K B 4	B to Q 4
28 Kt to Kt 4	B t. B
29 P t. B	R to B 3
30 K to R 2	P to K R 4
31 Kt to K 3	R to K 3 (F)
32 Kt to B 4	P to B 3
33 R to K 3	P t. P
34 R t. P	R t. R
35 Kt t. R	Q to Q 4
36 Q to Kt 5	Q to K 3
37 P to B 4	Kt to R 3 (G)

Drawn game.

(A) In striving to simplify matters on the "exchange system" Black has not been very successful, and a distinct advantage in development is now to the credit of his opponent.

(B) This Rook, as the position stood, was not only of no value for defensive purposes, but possibly in the way, as affairs might easily shape themselves so as to require the presence of Queen or Knight at Bishop's square, or even to render a movement of the King that way highly salutary.

(C) A well-timed and cautious move.

(D) White's 22 Q to B 4 was a slip apparently, this being taken as its consequence. The further exchanges operate strongly in favour of a draw; and, in so much, may be considered in agreement rather with his adversary's design than his own.

(E) 26 P to K 6 looked strong, but Black had a perfectly valid answer to it in 26 . . . P t. P.

(F) Aiming at the riddance of the troublesome Pawn at King's fifth.

(G) Here Black expressly proposed the draw, and White acceded to it; though most players would take the latter's position for choice, and not a few would play it on, as with the hope, if not assurance, of ultimate success.

Game 184, played on the 6th of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. MASON.	G. H. MACKENZIE.		
1 P to Q 4	P to Q 4	46 Kt t. P	Kt t. Kt
2 B to K B 4	P to K 3	47 R t. Kt	R t. R
3 Kt to K B 3	Kt to K B 3	48 R t. Kt	R(Q 2)to K B 2
4 P to K 3	B to Q 3 (A)	49 K to Kt 2	Q to K B sq
5 B to K Kt 3	Castles	50 Q to K 3	R to Kt 5 ch
6 B to Q 3	P to B 4	51 K to R 2	R to K 2
7 P to B 3	Kt to B 3	52 Q to B 2	R to K B 5
8 Q Kt to Q 2	R to K sq	53 Q to Kt 2	R t. P ch
9 Kt to K 5 (B)	Q to B 2	54 K to Kt sq	R to K 8 ch
10 P to K B 4	P t. Q P	55 B to B sq	R t. B ch
11 K P t. P	P to K Kt 3 (C)	Resigns.	
12 Castles	K to Kt 2		
13 Q to B 2	K Kt to Kt sq		
14 Q R to K sq	P to B 4 (D)		
15 Q Kt to K B 3	Kt to K B 3		
16 P to K R 3 (E)	B to Q 2		
17 Q to K 2	Kt to K 5		
18 B to R 2	R to K 2		
19 K to R sq	R to K Kt sq		
20 R to K Kt sq	K to B sq (F)		
21 P to K Kt 4 (G)	R(K 2)to Kt 2		
22 R to Kt 2	B to K sq		
23 Q R to K Kt sq	P to Q R 3		
24 P to Q R 3	Kt to Q sq		
25 B to K Kt 3	P to Q Kt 4 (H)		
26 B to K R 4	B to K 2		
27 B to Kt 5 (I)	B t. B		
28 P t. B	Kt to B 2		
29 Q to K 3 (J)	Kt(B 2)to Q 3		
30 B to K B sq	R to K 2		
31 Q to K sq	K to Kt 2		
32 P t. P	K P t. P		
33 Q to R 4	R to B sq		
34 Q to B 4	Kt to B 2 (K)		
35 P to K R 4	Kt to Q sq		
36 Kt to K Kt sq	Kt to K 3		
37 Q to B 3	Q to Q 3		
38 R to K sq (L)	P to Q R 4		
39 Kt to K 2	P to Kt 5 (M)		
40 R P t. P	P t. P		
41 Q to K 3	P t. P		
42 P t. P	P to B 5		
43 Q to R 3	B to Q 2		
44 Kt t. B (N)	R t. Kt		
45 R to K B sq	Kt to Q 7		

(A) The opening moves will be found similar to those in the game Mason *v.* Blackburne, in which the latter played this same 4 B to Q 3.

(B) One of the "points" White must make in situations of this kind is to prevent the early advance of the rival K P to K 4, as if he be unable to keep it in check it will usually have the effect of seriously disorganising his whole plan of operations.

(C) Apprehensive of what, indeed, White was contemplating—viz.: the effect of 12 B to R 4, a movement which, if once made, could be consistently followed up only by a general attack with very probable decisive results.

(D) It is easy to see why 14 P to B 3 would have been bad, or would have lost the game almost offhand.

(E) To preserve the Bishop in case Black attacked it by Kt to R 4; and for "other purposes" incapable of mention, if the mere fact of moving be excepted.

(F) Better than K to R sq, as in time the latter square might prove a little too safe should His Majesty

by chance find it convenient to desire to change his quarters.

(G) The contest now becomes difficult for both players. Though the position is extremely complex and the variety of the forces at work very great, a slight error on either side should prove as irremediable as if occurring in a plain and simple end-game.

(H) With a situation on the King's side admitting of no improvement some such play as this seems imperative if the *status quo* is to be preserved, or rather the onus of disturbing it thrown upon White.

(I) The scheme of which the movements of this Bishop form a part seems sound enough in the main, but there is no doubt as to its weakness in the trifling matter of execution.

(J) And it is just here the weakness comes in. Instead of playing the Queen, White should have continued with 29 Kt t. Kt and 30 Kt to K 5, as Black could not take the Kt P momentarily exposed unless at a loss. Suppose:—29 Kt t. Kt, B t. Kt, 30 Kt to K 5, Kt t. Kt P, 31 P t. P, Kt P t. P, 32 Q to K 3, &c., with a very fine game. Of course, in the above, 29 Q t. Kt and 30 Q to K 2 might

be given as stronger for Black; but then he would get no Pawn, while his position might not unjustly be considered as inferior to White's. It should, perhaps, be added that White offended against "the principles," as well as in detail, in failing to exchange Knights, as he could then maintain his own remaining one at King's fifth, while Black would either have to withdraw his or leave it at the mercy of White's Bishop. And because—in short, because events prove the Black Knights so amazingly numerous and enterprising that White heartily wished he had got rid of at least one of them when he could have done so with impunity.

(K) A capital move. White dare not move his Queen because of the advance of the Black Bishop's Pawn.

(L) The game is now altogether in favour of Black, and is brought to an issue by him with great skill and judgment.

(M) Owing to the necessity of preventing an immediate advance of the Bishop's Pawn, all this could not be properly provided against.

(N) Obviously there was nothing else. In fact hereabouts, and up to the end, White's moves are virtually forced.

Game 185, played on the 31st of May.

FRENCH GAME.

White.	Black.	White.	Black.
J. MASON.	S. WINAWER.		
1 P to K 4	P to K 3	8 Kt to K 2	P to B 4
2 P to Q 4	P to Q 4	9 P to B 3	B to Kt 2
3 Kt to Q B 3	Kt to K B 3	10 P to K 5	B to K 2
4 B to K Kt 5	B to K 2	11 Castles (B)	B to R 3
5 B t. Kt	B t. B	12 Kt to K sq	B t. B
6 Kt to K B 3	Castles	13 Kt t. B	P to B 5
7 B to Q 3	P to Q Kt 3 (A)	14 Kt to K sq	P to Q Kt 4 (C)
		15 Kt to B 2	P to Q R 4

White.	Black.
16 P to K B 4	P to K B 4
17 P to K Kt 4 (D)	P to Kt 3 (E)
18 P t. P	Kt P t. P
19 K to R sq	K to R sq
20 R to B 3 (F)	R to Kt sq
21 Kt to K 3	R to Kt 3
22 R to R 3	Q to Kt sq (G)
23 Kt to Kt 3	Kt to B 3
24 Q to B 3	R to Q B sq
25 Q R to K Kt sq	R to B 2
26 Kt to K 2	R t. R ch
27 Kt t. R	B to B sq
28 R to Kt 3	Q to B 2
29 Kt to R 3	B to K 2
30 Kt to Kt 5	B t. Kt
31 R t. B	P to Kt 5 (H)
32 P to K R 4	R to B sq
33 K to R 2 (I)	Kt to K 2
34 K to R 3	R to K Kt sq
35 P to R 5	P to K R 3
36 R t. R ch	Kt t. R
37 P t. P	P t. P
38 Kt to B 2	Q to Q R 2 (J)
39 Kt t. P (K)	Q t. Q P
40 Q to K 2	Kt to K 2
41 K to Kt 3	Q to Kt 8 ch
42 K to R 3	Q to R 8 ch
43 K to Kt 3	Kt to Q B 4 (!)
	(L)
44 Q to Kt 2	Kt to K 5 ch
45 K to B 3	Q to K 8
46 Q to R 2	Kt to Q 7 ch
47 K to Kt 2	Q to B 8 ch
48 K to Kt 3	Q to B 6 ch
49 K to R 4	Q to Kt 5 (a) (L)
50 Mate.	

(A) 7 P to B 4 is worthy of attention as well.

(B) White thought it too risky to play P to K R 4, &c., giving over Castling altogether, at least on the King's side, and trusting solely to attacking manœuvres for success.

(C) Having got rid of the adverse King's Bishop, Black is now tolerably safe as regards the situation of his King, and withal possesses certain advantages on the Queen's side, the value of which becomes manifest as the game progresses.

(D) There is nothing to be said against this, though perhaps it looks more promising than was justified by events.

(E) Better than 17 P t. P, which would of course be answered by 18 Kt to Kt 3.

(F) Poor play indeed. 20 R to K Kt sq was the natural and correct move.

(G) Black has now that command of the open file which White should have had he dispensed with the worse than useless moves of his King's Rook.

(H) From this point the game is well in Mr. Winawer's favour, and he loses no opportunity of pressing his advantage to the utmost.

(I) Very indifferent play all this. White should have abandoned all idea of attack, retreated his Rook, and striven for nothing more than a draw.

(J) This clever move virtually decides the game.

(K) About as good as anything else. If 39 Q to B 2 or K 3, then 39 Q t. R P, and White cannot play 40 Kt t. P without losing the Knight.

(L) No doubt the reader will see what neither of the players saw at the time—to wit, that this is what is usually known as a "false" or "impossible" move. It was not discovered to be such until some days after the game had been played and when the official copy of the score came to be examined. It was a powerful stroke, and in every sense of the word a successful one, as it left White absolutely without resource. (a)

(a) The only explanation that can be afforded regarding this singular impossible move having been made and not detected is that the adjournment had taken place

just previously, and the position of the pieces was probably taken down incorrectly on the diagram handed to the member of the Playing Committee, and Black's Kt was placed

on the Q 2 instead of the K 2, thus affording Mr. Winawer the opportunity for his brilliant *coup*, but for which the game would have probably been drawn.—EDITOR.

Game 186, played on the 4th of June.

IRREGULAR OPENING.

White.	Black.
J. MASON.	S. ROSENTHAL.
1 P to Q 4	P to Q 4
2 B to B 4	P to K 3
3 P to K 3	K Kt to B 3
4 P to Q R 3	P to B 4
5 Q Kt to B 3 (A)	P to Q R 3
6 Kt to B 3	Kt to B 3
7 B to K 2 (B)	B to K 2
8 Castles	Castles
9 P t. P	B t. P
10 B to Q 3	B to Q 3
11 B to K Kt 5	P to R 3 (C)
12 B to R 4	B to K 2
13 R to Kt sq	P to Q Kt 4 (D)
14 P to K 4	P to Q 5
15 Kt to K 2	P to K 4
16 B to Kt 3	B to Q 3
17 Kt to Q 2	B to K 3
18 R to R sq (E)	R to B sq
19 P to R 3	P to Kt 4
20 P to Q R 4	Kt to Q Kt 5 (F)
21 P t. P	P t. P
22 Kt t. P (G)	P t. Kt
23 P to K 5	Kt t. B
24 P t. Kt at B 6 (?)	
(H)	Kt to B 5
25 R to R 6	B to K 4
26 B t. Kt	B t. B
27 Kt to K 4	Q to Q 4
Resigns.	

(A) In most cases of this Opening White played P to Q B 3 somewhere about here, and then brought out the Knight at Q 2, omitting altogether, if possible, the move P to Q R 3. The plan adopted in the present instance seems good—perhaps better than the other.

(B) As this Bishop goes to

Queen's third in a move or two, perhaps he should have gone there immediately. But then, in close Openings, it does not follow that because two moves are taken to accomplish what might just as well be done in one that there is a move "lost," in the sense usually understood in open games, where the attack and defence are well defined, and "time" is of the first importance.

(C) 11 B to K 2 at once was safer play.

(D) Nor can this be altogether commended, though it does seem the most feasible way of bringing the Queen's Bishop into action. The advanced Pawns are weak, and invite attack not easily provided against.

(E) With the object of pushing the Queen's Rook's Pawn, and so attacking Black's weakest point.

(F) There was no other more satisfactory move—if, indeed, this can be called one. On the merits White's situation is in many respects to be preferred just here.

(G) Perfectly sound, if properly followed up.

(H) But of course this extraordinary blunder puts an end to the game. The correct play was 24 B P t. Kt. Whereupon, after the following likely moves, viz. : 24 B to K 2, 25 P t. Kt, B t. P, 26 P to B 4, it appears that White, at least, could scarcely be found at much of a disadvantage.

E

Game 187, played on the 5th of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. MASON.	B. ENGLISH.		
1 P to Q 4	P to Q 4	46 K t. P	P to Kt 5
2 B to B 4	P to K 3	47 K t. P	P t. P
3 Kt to K B 3	P to Q B 4	48 K t. P	K to B 2
4 P to K 3	Kt to Q B 3	49 K to K 4	K to Q 3
5 P to B 3 (A)	Kt to B 3	50 K to B 5	K to K 2
6 Q Kt to Q 2	B to Q 3 (B)	51 K to K 5	K to Q 2
7 P t. P	B t. P	52 K to B 6	K to Q 3
8 B to Q 3	B to Q 3	53 P to B 5 ch	Resigns.
9 B to K Kt 5	Q to Kt 3		
10 Q to Kt 3 (C)	Q t. Q		
11 P t. Q	B to Q 2		
12 P to Q Kt 4	Castles K R		
13 Castles K R	P to Q R 3		
14 Kt to Q Kt 3	K R to K sq		
15 K R to Q sq	B to K 2		
16 B t. Kt (D)	P t. B (E)		
17 P to K 4	P t. P.		
18 B t. K P (F)	K R to Q sq		
19 P to Kt 5 (!)	P to B 4 (G)		
20 B t. Kt	P t. B		
21 Kt to K 5	B to K sq		
22 R t. R	B t. R		
23 P t. R P (H)	B to Kt 3		
24 Kt to Q 2	P to B 3		
25 Kt (K 5) to B 4	B to R 2		
26 Kt to Q 6	B to Q 2		
27 P to Q Kt 4	K to B sq		
28 Kt to Kt 3	K to K 2 (I)		
29 Kt to Kt 7	B to B sq		
30 Kt(Kt 7) to B 5	K to Q 3		
31 K to B sq	K to B 2		
32 K to K 2	P to K 4 (J)		
33 P to K B 3	B t. Kt		
34 Kt t. B	K to Kt 3		
35 K to Q 3	R to R 2 (K)		
36 P to K Kt 3	R to K Kt 2		
37 P to Q B 4 (L)	R to Q R 2		
38 R to R 5	B t. P		
39 R t. B ch	R t. R		
40 Kt t. R	K t. Kt		
41 P to Kt 4 (M)	P to B 5		
42 K to K 4	P to K R 3		
43 P to R 4	K to Kt 2		
44 P to Kt 5 (!)	B P t. P		
45 P t. P	P t. P		

(A) This move, and the peculiar treatment of the Opening which it involves, though frequently adopted by White with success, is not to be generally recommended.

(B) 6 P t. P, or even 6 P to B 5, was perhaps better; the time spent in twice playing B to Q 3 is very much wanting later on.

(C) 10 B t. Kt not seeming favourable, this appeared the natural alternative. The exchange of Queens was so little in the direction of a draw that Black should have avoided it by 10 Q to B 2.

(D) White's object, hereabouts, was to play P to K 4, a manœuvre which could not be attempted with safety as long as the Black Knight stood on King's Bishop's third.

(E) 16 B t. Kt would have been equally well answered by 17 P to K 4.

(F) Black can hardly escape loss of some sort now. And it does not appear that 18 Q R to Q sq, instead of 18 K R to Q sq, would have helped him materially, though it would have evaded the particular difficulty now arising.

(G) Clearly 19 P t. P or Kt moves would not do; so there was nothing better than to attack the Bishop.

(H) White failed to make the

most of the position at this point, for 22 Kt t. Q B P was in every way superior to the move actually made—*e.g.*, 22 Kt t. Q B P, B t. Kt, 23 P t. B, followed by 24 Kt to Q 4 or B 5, whatever Black may play, with an easily winning game. Or, 22 . . . B to Kt 4 (or B 3), 23 Q Kt to Q 4, and as in the previous case White must secure two passed Pawns and win with ease.

(I) Limited as their action is, the two Bishops are very strong for defensive purposes. White seeks to compel an exchange, and Black to avoid it—unless, indeed, he can recover some of his lost ground in the transaction.

(J) This should have been deferred until absolutely forced.

(K) 35 . . . B t. P would lose, because of 36 R t. B ch, R t. R, 37 Kt t. R, K t. Kt, 38 P to Q B 4, P

to R 4 (best), 39 P to Kt 3, K to Kt 3, 40 P to R 3, K to B 2, 41 K to K 3, K to Q 3, 42 P to Kt 4, B P t. P, 43 B P t. P, P t. P, 44 P to R 4, &c., the White King keeping the Black Pawns in check while one of his own, on either side, goes to queen. Of course the foregoing may be varied in many ways; but with correct play on White's part it seems he should win in every case.

(L) Intending 38 R to R 5, as played. But Black's move, 36 . . . R to Kt 2, is inferior to 36 . . . P to R 4, seeing that he is immediately afterwards compelled to take the Pawn, which he had refused to do at move 34.

(M) 41 P to R 3 would also win, the position being similar to that considered in note (K), and still more favourable for White.

Game 188, played on the 7th of June.

FRENCH GAME.

White.	Black.
A. SELLMAN.	J. MASON.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 P t. P	P t. P
4 K Kt to B 3	K Kt to B 3
5 B to Q 3	B to Q 3
6 Castles	Castles
7 Q Kt to B 3	P to B 3
8 Kt to K 2	B to K Kt 5
9 Kt to Kt 3	Q to B 2
10 P to K R 3	B to K 3
11 Kt to B 5	B t. Kt
12 B t. B	Q Kt to Q 2
13 P to B 3	P to K Kt 3
14 B to Q 3	Kt to K 5 (A)
15 P to B 4	P to K B 4
16 P t. P	P t. P
17 Q to Kt 3 (B)	Kt to Kt 3
18 Q B to R 6	K R to Q B sq

White.	Black.
19 Q R to B sq	Kt to B 5 (C)
Drawn game.	

(A) Black has a very fair position now.

(B) Up to and including this move the game is identical with the one played the day immediately preceding between Messrs. Sellman and Winawer. In answer, however, to this play of the Queen, Mr. Winawer moved Q Kt to B 3, perhaps a stronger move than Kt to Kt 3, as given in the present instance.

(C) At this point, just when the contest was getting interesting, the draw was proposed and agreed to.

Game 189, played on the 13th of June.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. MASON.	A. SELLMAN.		
1 P to Q 4	P to K 3	14 P t. B	Kt to K 5
2 B to B 4	P to Q 4	15 P to K B 4	Kt t. Kt
3 Kt to K B 3	B to Q 3	16 Q t. Kt	P to K B 4 (A)
4 B to Kt 3	Kt to K B 3	Drawn game.	
5 P to K 3	Castles	(A) This, like the game previously drawn between the same players, is scarcely worthy of remark. In neither case did either of the contestants propose to himself any greater task than <i>not to lose</i> , the real struggle coming in the third or final game, which was fought out to the bitter end.	
6 B to Q 3	P to Q Kt 3		
7 Q to K 2	B to Kt 2		
8 B to R 4	Q Kt to Q 2		
9 Q Kt to Q 2	Q R to B sq		
10 P to B 3	Q to K sq		
11 Castles K R	P to Q R 4		
12 B t. Kt	Kt t. B		
13 Kt to K 5	B t. Kt		

Game 190, played on the 16th of June.

PHILIDOR.

White.	Black.	White.	Black.
A. SELLMAN.	J. MASON.		
1 P to K 4	P to K 4	23 R to K 2	P to R 6
2 Kt to K B 3	P to Q 3	24 P to Q Kt 3	B to B 6
3 P to Q 4	P t. P	25 Q to B sq	Q R to K sq
4 Q t. P	B to Q 2	26 B to K sq	B to Kt 7
5 B to K 3	Kt to Q B 3	27 Q to B 2	Q to Q sq
6 Q to Q 2	Kt to B 3	28 B to Q 2	Q to B 3
7 Kt to B 3	P to Q R 3	29 K R to K sq	R t. R
8 B to Q 3	R to K 2	30 R t. R	R to K sq (D)
9 P to K R 3	Q to B sq (A)	31 R t. R	B t. R
10 Kt to Q 5	Kt t. Kt	32 Kt to B 3	B to Q 2
11 P t. Kt (B)	Kt to K 4	33 Q to Q 3	P to R 3
12 B to K 2	P to K B 3	34 B to B 2	Kt to B sq
13 Kt to R 2	Castles	35 B to Kt sq	P to Kt 3
14 P to K B 4	Kt to Kt 3	36 B to K sq	Q to K 2
15 Castles K R	P to K B 4	37 B to R 4	K B to B 3 (E)
16 Q R to K sq	P to B 4	38 B t. B	Q t. B
17 B to B 2	B to K B 3	39 K to R 2	K to B 2
18 P to B 3	Q to B 2	40 Q to K 2	Q to K 2 (F)
19 B to B 3	P to Q R 4	41 Q t. Q	K t. Q
20 B to Q sq	P to Kt 4 (C)	42 P to R 4	Kt to R 2
21 K to R sq	P to Kt 5	43 K to Kt 3	Kt to B 3
22 P to B 4	P to R 5	44 Kt to Q 2 (G)	Kt to R 4 ch
		45 K to B 3	K to B 3

White.	Black.
46 B to Q 3	P to Kt 4
47 R P t. P	P t. P
48 P to Kt 3	P t. P
49 P t. P	K to Kt 3
50 Kt to B sq	Kt to B 3
51 Kt to Kt 3	B to B sq
52 Kt to B sq	Kt to K 5 (H)
53 B t. Kt	P t. B ch
54 K to K 3 (?) (I)	B to Kt 5
55 Kt to Kt 3 (?) (J)	B to Q 8
56 P to B 5 ch	K to Kt 2
57 Kt t. P	B t. P
58 P to B 6 ch	K to B sq
59 Kt t. Q P	B t. R P
60 K to Q 2	B t. P
61 K to B sq	B t. P
62 K to Kt sq	P to Kt 6
63 K to B sq	P to Kt 7 ch
64 K to Kt sq	B to Kt sq
Resigns.	

(A) Black's position is not very comfortable—it is even more cramped than it should be from the nature of the defence chosen. But as it was the third in the "Round" between the same players, the object was to have it decided, even at a little risk, as a draw might very well have turned out of no value whatever, as far as the gaining of any prize was concerned.

(B) Though this Pawn proves somewhat troublesome to Black, the exchange of pieces relieves him in such measure as to be a pretty fair offset.

(C) The last few moves have improved Black's situation considerably.

(D) Ominous of a draw as these exchanges were, they could not be helped; so important was it to control the open file, or at least prevent the adversary from controlling it.

(E) There seemed nothing better.

(F) Here, however, Black plays badly. 40 Q to R 8 was the right move.

(G) Necessary. It would not do to let the Knight in at K 4.

(H) The only chance to win. It will be seen White must take the Knight, or he goes to B 6, and afterwards takes the R P.

(I) Mr. Sellman erred here in not capturing the Pawn. His opponent could not check, play B to K 8, and take the R P, except at the loss of the game; because the White King would be able to reach Q B 2, imprisoning the Bishop until the Knight could be brought up to attack him, when, of course he would be lost and the game with him.

(J) Another error, and a fatal one. 55 Kt to Q 2 or K t. P would still have drawn easily. The finish is peculiar and will repay what little attention may be bestowed upon it.

Game 191, played on the 8th of June.

FRENCH GAME.

White.	Black.	White.	Black.
H. E. Bird.	J. Mason.		
1 P to K 4	P to K 3	5 B t. Kt	B t. B
2 P to Q 4	P to Q 4	6 P to K 5 (A)	B to K 2
3 Kt to Q B 3	Kt to K B 3	7 B to Q 3	P to Q B 4
4 B to K Kt 5	B to K 2	8 P t. P	B t. P
		9 Q to R 5	P to K Kt 3 (B)

White.	Black.
10 Q to R 6	B to B sq
11 Q to R 3	Kt to B 3
12 P to B 4	B to Kt 5
13 Castles (C)	B t. Kt
14 P t. B	Q to R 4
15 Kt to B 3	Q t. B P
16 Kt to Kt 5	Q to R 6 ch
17 K to Q 2	Q to Kt 5 ch (D)
18 K to K 3	P to K R 3
19 K R to B sq (E)	Q to B sq
20 Kt to B 3	B to Q 2
21 R to Q Kt sq	Q to B 4 ch
22 K to K 2	Kt to Q sq (F)
23 Q to Kt 3	P to R 3
24 P to K R 4	B to Kt 4 (G)
25 K R to Q B sq	R to Q B sq
26 P to R 5	P t. P
27 Q to Kt 7 (H)	Q to B sq
28 B t. B ch	P t. B
29 Q t. Q ch	K t. Q
30 R t. P	R to K Kt sq
31 K to B 2	R to B 5
32 P to Kt 3	R to R 5
33 R to Kt 2	K to Kt 2
34 R to K R sq	Kt to B 3
35 R t. R P	K R to Q R sq
36 R t. Kt P	R t. R P
37 P to Kt 4 (I)	R t. P ch
38 K to Kt 3	R to R 6 (!) (J)
39 P to Kt 5	Kt to Q 5 (!)
40 P t. P ch	K to Kt 3
41 R to Kt 5 ch (K)	K t. P
42 R t. P	R t. Kt ch
43 K to R 4	R to R 7 ch
44 K to Kt 4	R to Kt 7 ch
45 K to R 4	R t. R
46 P t. R ch	K to Kt 3
Resigns.	

(A) Inferior to 6 Kt to B 3.
(See games Blackburne v. Mason,
Winawer v. Mason, and others.)

(B) Perhaps Black plays too timidly just about here, making much more of White's attack than was at all needful. It does seem that instead of 9 P to K Kt 3, Q to Kt 3 might have been fairly ventured on.

(C) Bold and good, though the way it happens to be so is not a little remarkable.

(D) The Queen being in danger of surprise it was advisable to move her, otherwise Black gains nothing by these checks.

(E) Notwithstanding the oddity of his position, considered as one of attack for the first player in the early part of a "French," Mr. Bird, though a Pawn to the bad, is in reality nearly if not quite on a level with his opponent.

(F) An abject device, certainly, but any other way of maintaining the threatened Pawn would have been dangerous.

(G) Weak, as appears from White's admirable reply.

(H) One of the lost Pawns is soon recovered now, and, generally, affairs tend more to the advantage of White.

(I) A slip, doubtless. 37 Kt to K sq would have been better play.

(J) After this move the game was virtually at an end, because the White Knight could not be saved.

(K) 41 P to R 7 of course loses the King's Rook clear, and the advanced Pawn afterwards.

Game 192, played on the 14th of June.

GIUOCO PIANO.

White.	Black.	White.	Black.
J. MASON.	J. MORTIMER.		
1 P to K 4	P to K 4	44 Q to B 5	Q t. Q ch
2 Kt to K B 3	Kt to Q B 3	45 R (K 5) t. Q	K to B 2
3 B to B 4	B to B 4	46 P to R 5	K to Kt 2
4 P to B 3	Kt to B 3	47 K to R 2	K to R 3
5 P to Q 4	P t. P	48 P t. P	P t. P
6 P t. P	B to Kt 5 ch	49 K to R 3	R to B 2
7 B to Q 2	B t. B ch (A)	50 R to B 6	K to Kt 2
8 Q Kt t. B	Castles	51 K to Kt 4	K to R 3
9 Castles	P to Q 8 (?)	52 R to K 6	Kt to Kt 2 (?)
10 P to Q 5 (B)	Kt to K 4		(J)
11 Kt t. Kt	P t. Kt	53 R to R sq ch	Kt to R 4
12 P to K R 3	Q to K 2	54 R t. Kt ch	Resigns.
13 R to K sq (C)	Kt to K sq		
14 Q R to B sq	B to Q 2		
15 Kt to B 3	Kt to Q 3		
16 B to Q 3	Q R to B sq		
17 Q to K 2	P to K B 3		
18 Kt to R 4	P to K Kt 3 (D)		
19 Kt to B 3	P to Q R 3		
20 Kt to Q 2	K R to K sq		
21 R to B 3	B to Kt 4		
22 K R to Q B sq	P to K B 4		
23 P to K B 3	K to R sq		
24 B t. B	Kt t. B		
25 R to B 4	Q to Kt 2 (E)		
26 Kt to Kt 3	Kt to Q 3		
27 Q R to B 2	R to K 2		
28 P to Q R 4 (F)	Q to B 3		
29 Kt to B 5	P to B 5		
30 Q to B 2	P to Q Kt 4		
31 P to Q Kt 3	Kt to K sq		
32 Kt to K 6	R t. Kt (?) (G)		
33 P t. R	Q t. P		
34 P t. P	P t. P		
35 Q to B 5	Q t. P (?) (H)		
36 Q t. P ch	K to Kt sq		
37 R to B 3 (I)	Q to B 2		
38 Q t. Kt P	R to Q sq		
39 Q to K 5	R to Q 2		
40 R to B 5	Kt to Q 3		
41 Q to B 3	Kt to K sq		
42 P to R 4	Q to K 3		
43 R to K 5	Q to Kt 3 ch		

(A) 7 Kt t. K P is also good, and very often played, though of course White regains the P through 8 B t. B, Kt t. B, 9 B t. P ch, K t. B, 10 Q to Kt 3 ch, &c.

(B) This may not be thought very strong. It was made with a view to preventing Black from playing his P to Q's fourth, as perhaps he should have done when he had the chance.

(C) And here it appears as if 12 Q to K 2 was more to the purpose.

(D) More or less unnecessary, as White could hope to effect little or nothing by Kt to B 5.

(E) 25 Kt to Q 5 would have caused White some temporary inconvenience at least, even if it would not have forced him to be content with playing for a draw.

(F) To prevent the opposing Kt coming back, and so getting in to Q's fifth when his own Kt moves away.

(G) Quite in Mr. Mortimer's impetuous style.

(H) A mistake. Black actually overlooked that he left his own K's

P undefended, so that playing as he did was tantamount to throwing the game away.

(I) 37 Q t. K B P would, perhaps, have been more effective still.

(J) Immediately fatal, but, in the circumstances, the power of the exchange was too great to be successfully withstood, so that on the merits of the game Black must have yielded in the end.

Game 193, played on the 18th of June.

FRENCH GAME.

White.	Black.	White.	Black.
DR. NOA.	J. MASON.		
1 P to K 4	P to K 3	12 Q to Q 3	Q R to K sq
2 P to Q 4	P to Q 4	13 Q B t. Kt	Kt t. B
3 Kt to Q B 3	Kt to K B 3	14 Kt to Q sq(?) (A)	B t. Kt
4 P t. P	P t. P	15 R t. R	R t. R
5 B to Q 3	B to Q 3	Resigns.	
6 Kt to B 3	P to B 3		
7 Castles	Castles		
8 R to K sq	B to K Kt 5		
9 P to K R 3	B to R 4		
10 B to K Kt 5	Q Kt to Q 2		
11 B to B 5	Q to B 2		

(A) One of those extraordinary blunders to which the greatest players are liable, and which entirely defy comment or criticism of any kind.

SECTION VIII.

ROSENTHAL'S GAMES.



THE NOTES TO THIS SECTION, WHERE NOT OTHERWISE SPECIFIED,
ARE BY THE EDITOR.

ROSENTHAL'S GAMES.

Game 104, played on the 26th of April.

SCOTCH GAMBIT.

White.	Black.	White.	Black.
S. ROSENTHAL.	H. E. BIRD.		
1 P to K 4	P to K 4	40 R t. R P	K t. P
2 Kt to K B 3	Kt to Q B 3	41 R to R 6	K to Q 4
3 P to Q 4	P t. P	42 R t. P	R to Q R 7
4 B to Q B 4 (A)	B to Q B 4	43 R to K B sq	P to B 5
5 Castles (B)	P to Q 3	44 R to K R 6	P to B 6
6 P to Q B 3	B to K Kt 5 (C)	45 R t. P ch	K to B 5
7 Q to Q Kt 3	B t. Kt	46 R to R 8	P to B 7
8 B t. P ch	K to B sq	47 R to B 8 ch	K to Q 6
9 P t. B	Kt to K B 3	Drawn game.	
10 B to Q 5	Q to Q B sq	[The notes are by Mr. H. E. Bird.]	
11 B to K 6	Q to K sq (D)		
12 B to K B 5	B to Q Kt 3	(A) Kt t. Q P is now more generally and justly preferred.	
13 B to K B 4	Q to K R 4 (E)	(B) Kt to K Kt 5 used to be formerly in favour with several good players. Experience, however, appears to have proved that, by replying with Kt to K R 3, defending B P, Black gets quite an even game in any case, and a slight advantage when the P is captured, as it frequently was. For example:	
14 Kt to Q 2	R to K sq	5 Kt to K Kt 5	Kt to K R 3
15 Q to Q sq	Q to K B 2	6 Kt t. B P	Kt t. Kt
16 K to R sq	Kt to K 2 (F)	7 B t. Kt ch	K t. B
17 B to R 3	P t. P	8 Q to R 5 ch	P to K Kt 3
18 P t. P	Kt t. P	9 Q t. B	P to Q 4,
19 P t. Kt	Q t. B	and I should take Black's game for choice. It is clear that White has nothing to compensate for first move.	
20 B to Q 7	R to Q sq	(C) Zukertort considers that Kt to K B 3 can now be played by Black without disadvantage. The game then appears to become very like a form of the Giuoco Piano in which the second player's position is slightly preferred by many excellent judges. The move in the	
21 Q to K Kt 4	Q t. Q		
22 B t. Q	P to K R 4		
23 B to R 3	Kt to Kt 3 (G)		
24 P to K B 4	R to R 3 (H)		
25 Kt to B 3	K to K 2		
26 Kt to Q 4	Kt to R 5		
27 Q R to Q Kt sq	R to K B 3		
28 P to Q R 4	Q R to K B sq		
29 P to K B 5	B t. Kt		
30 P t. B	P to Q Kt 3		
31 Q R to Q B sq	P to Q B 4		
32 P t. P	Q P t. P		
33 R to K Kt sq	Q R to B 2 (I)		
34 P to K 5 (J)	R t. P (J)		
35 B t. R	Kt t. B		
36 R to Kt 6	Kt to Q 5		
37 P to K 6	R to B 7		
38 K to Kt sq	R to K 7		
39 R t. P ch	K to B 3		

text—B to K Kt 5—was favoured by Anderssen, and I like it best, because, perhaps, more suited to my style.

(D) Black has gained a little time by his last two moves.

(E) If P to K Kt 3 had been played by Black, Q to K 6 would have been a good reply.

(F) Black gains a P by this, but at a sacrifice of the little advantage in position which he had obtained.

(G) P to Q 4 would, I think, have been better play. K to B 2 appears also a sound, sterling move.

(H) B to K 6, though tempting, would lead to loss of time and be bad play, as the B P could not safely be taken. K to K 2, however, would, I think, have been

much better play than R to K R 3, the move made.

(I) Very careless play. R from B 3 should have gone to B 2. Black would then have had a decided advantage. R to Q sq, for his next move, with the object of playing to Q 7, would require attention, and Black's Pawns on the Queen's side should ultimately, with judicious management, secure him victory. Moving the wrong R was as unfortunate as it was unaccountable: it enabled Rosenthal to advance K's P with advantage, which he could not otherwise have done, and entirely changed the aspect of the game.

(J) The sacrifice of the exchange was the most prudent course under the circumstances. The remainder of the game was very interesting, and well played on both sides.

Game 195, played on the 16th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
H. E. BIRD.	S. ROSENTHAL.		
1 P to K B 4	P to Q 4	20 B to B 3	P t. P
2 P to K 3	P to K 3	21 B t. P	P to R 3
3 Kt to K B 3	Kt to K B 3	22 Q to R 5	Q to Kt 3
4 B to Q 3 (?)	Kt to B 3 (?) (A)	23 Q t. Q ch	P t. Q
5 Castles	P to K 4 (?) (B)	24 Kt to K 2	Kt to B 2
6 P t. P	Kt to Kt 5	25 P to R 4 (!) (D)	Kt to Q sq
7 B to Kt 5	B to Q 2	26 P t. P	B t. P
8 B t. Kt	P t. B	27 Kt to B 3	B to K 2
9 P to Q 4 (C)	B to K 2	28 P to R 5	Kt to B 3
10 Kt to B 3	P to K B 4	29 B to Kt 6 (?) (E)	Kt to Kt 5
11 Kt to K 2	B to K 3	30 Kt (K 2) to Q 4	Kt t. R
12 P to Q R 4	P to Kt 4	31 Kt t. B	K R to B sq
13 Q to Q 3	Castles	32 Kt (B 3) to Q 4	Kt to Kt 5
14 P to R 3	Kt to R 3	33 Kt to B 4	B to Kt 4
15 B to Q 2	Q to K sq	34 Kt (Q 4) to K 6	B t. Kt
16 Kt to R 2	P to Q B 4	35 Kt t. B	K to R 2
17 Kt to Kt 3	P to Q B 5	36 P to B 3	Kt to B 3
18 Q to K 2	R to Kt sq	37 R to B 3 (F)	Kt t. P
19 R to R 2	P to B 4	38 R to R 3 ch	K to Kt 2
		39 K to B sq (?) (G)	Kt to B 3

White.	Black.
40 Kt to K 6 ch (H)	K to B 2
41 Kt to B 7	R to K R sq
42 Kt t. P	R t. R
43 P t. R	R to K R sq
44 Kt to B 7 (I)	R t. P
45 K to Kt 2	R to R sq
46 Kt t. P	K to K 3
47 Kt to B 7 ch	K to Q 2
48 P to R 6	R to Q B sq
49 Kt to Q 5	K to Q 3
50 Kt to Kt 4	R to Q R sq
51 B to Q 4	Kt t. Kt
52 P t. Kt	R t. P
53 K to B 3	R to E 5
54 P to Kt 5	R to Kt 5
55 K to B 4 (P)	R t. P at Kt 5
56 K to Kt 5	K to Q 4 (!)(J)
57 K to B 4	R to Kt 2
58 B to B 6	R to Kt 3
59 B to B 3	R to K 3
60 B to Kt 7	R to K 5 ch
61 K to B 3	P to Kt 4
62 B to R 6	P to Kt 5 ch
63 K to K 2	R to K 3
64 B to Kt 7	P to B 5
65 B to Q 4	K to K 5 (!)
66 B to B 5	P to Kt 6
67 P t. P	K t. P ch
68 K to Q 2	P to Kt 7
69 B to Kt sq	K to B 6
70 K to B 3	R to K 8
71 B to Q 4	R to K 6 ch (I)
Resigns.	

[The notes are by Mr. H. E. Bird.]

(A) P to Q B 4 would be much more forcible.

(B) This Pawn was lost by Rosenthal under a misconception, and he has thus early an inferior game.

(C) White has retained his Pawn and has an excellent position, which he still further improves during the next few moves.

(D) A very strong move, which,

with due care subsequently, should insure a certain victory for White.

(E) A silly blunder. Kt to K B 4 at once would have been almost decisive for White. Black could not then afford to play Kt to Q Kt 5, or to lose his Q P. He had apparently nothing better than Kt to Q sq.

29	Kt to Q sq
30 B to Kt 6	B to B 2
31 R to Q Kt sq	
32 Kt t. Q P	

Black's position is hopeless. Or :

29 Kt to B 4	Kt to Q Kt 5
30 Kt t. B	Kt t. R
31 Kt t. R	K t. Kt
32 B to Kt 6	Kt to Kt 5
33 Kt to Q 4	K to B 2
34 R to K B 3, with a winning advantage in force and position.	

(F) Kt t. Q P. The simplest move was, as frequently happens, really the safest and best.

(G) B to Q 4 would still have given White a good game. His play at this point can only be described as whimsical in the extreme. Suppose :

39 B to Q 4	R to K sq
40 R to Kt 3	K to B 2
41 B t. Kt	R t. B
42 R or Kt t. Kt P	R t. Kt P
43 R t. R P.	

(H) Again, at this move White would have acted prudently in capturing Q P. The weakness then of Black's Q R P and Q B P would have still left White with a very good game to play.

(I) If:

44 K to Kt 2	Kt t. P (!)
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(J) From this point Rosenthal plays the end-game admirably.

Game 196, played on the 27th of April.

RUY LOPEZ.

White.	Black.	White.	Black.
A. SELLMAN.	S. ROSENTHAL.		
1 P to K 4	P to K 4	31 K to B 3	K to B 2
2 K Kt to B 3	Q Kt to B 3	32 K to Kt 4	K to Kt 3
3 B to Q Kt 5	Kt to B 3	33 K to B 3	K to B 4
4 P to Q 4	P t. P	34 P to Kt 4 ch	K to K 3
5 P to K 5	Kt to K 5	Drawn game.	
6 Kt t. P	Kt t. Kt (A)	(A) 6 B to K 2 is safer.	
7 Q t. Kt	Kt to B 4	(B) This loses a P at least.	
8 Castles	B to K 2	(C) 13 Q to K 5 would have maintained the P, with the better game.	
9 P to K B 4	P to Q B 3	(D) There seems no objection to playing 15 Kt to R 3, securing the P. If:	
10 B to Q B 4	P to Q 4 (f) (B)	15	B to B 3
11 P t. P <i>c.p.</i>	Q t. P	16 Q to Kt 4	Kt to K 5
12 Q t. Kt P	R to B sq	17 Q t. Q	R t. Q
13 Q to B 3 (?) (C)	B to B 4	18 P to B 3, and White can maintain his extra P without disadvantage of position.	
14 B to K 3	Castles	(E) By all the exchanges that follow Black insures a drawn game, but 16 B to K 5 seems to have many chances of complications advantageous to the stronger player.	
15 Q to K 5 (D)	B t. B P	(F) If 24 R t. P, R to R 4 would give Black the advantage. The game is now resolved into an early draw.	
16 Kt to R 3	Q t. Q (E)		
17 P t. Q	B to Kt 3		
18 B to R 6	K R to K sq		
19 B t. P	B t. B		
20 R t. B	Kt to Q 6		
21 Kt to B 4	B to B 4 ch		
22 K to B sq	Kt t. P		
23 Kt t. Kt	R t. Kt		
24 B to B 4 (F)	R to K 2		
25 R t. R	B t. R		
26 R to K sq	B to B 4		
27 P to K Kt 3	B to Kt 5		
28 R to K 2	K to Q 2		
29 K to Kt 2	R to K sq		
30 R t. R	K t. R		

Game 197, played on the 28th of April.

PETROFF.

White.	Black.	White.	Black.
S. ROSENTHAL.	A. SELLMAN.		
1 P to K 4	P to K 4	7 Castles	Castles
2 K Kt to B 3	K Kt to B 3	8 P to Q B 4	Kt to K B 3
3 Kt t. P	P to Q 3	9 P to B 5 (B)	B to K 2
4 Kt to K B 3	Kt t. P	10 Kt to K 5	P to Q Kt 3 (!)
5 P to Q 4	P to Q 4	(C)	
6 B to Q 3	B to Q 3 (A)	11 P t. P	R P t. P
		12 Kt to Q B 3	P to B 4

White.	Black.	White.	Black.
13 B to K 3	B to Kt 2	47 K to Q 3	K to B 4
14 Kt to K 2	Kt to B 3	Resigns.	
15 Kt t. Kt	B t. Kt	(A) 6 B to K 2 is con-	
16 Kt to Kt 3	P t. P	sidered best.	
17 B t. P	B to B 4	(B) This is premature.	
18 B t. Kt	Q t. B	(C) Well devised. White can-	
19 Q to B 2	P to Kt 3 (D)	not safely attempt to block the	
20 P to Q R 3	P to K R 4	game by 11 P to B 6.	
21 P to K R 3	Q R to Q B sq	(D) Black has played with great	
22 Q to Q 2	K to Kt 2	judgment, and has now an excellent	
23 Q R to K sq	K R to K sq	game.	
24 K to R sq (P) (E)	R t. R	(E) An incomprehensible move,	
25 R t. R	P to R 5 (F)	losing a P without any object.	
26 Kt to B sq	Q t. B P	(F) This move wins the Pawn in	
27 Q t. Q	B t. Q	the safest way, but 25 Q t. B P	
28 R to K 2	B to Q 5	equally wins.	
29 P to K Kt 3	P t. P	26 Kt t. R P ch (I)	
30 K to Kt 2 (?)	R to K sq	If the Kt were taken, White mates.	
31 R t. R	B t. R	26 K to Kt sq	
32 P to Kt 3	B to K 4	27 Q t. Q B t. Q	
33 Kt t. P	B t. Kt	28 R to K 2 (best) B to R 5	
34 K t. B	K to B 3	29 P to K Kt 3 (best) P to Q 5 dis ch	
35 K to B 4	P to Kt 4 ch	30 K to Kt sq B to B 6	
36 K to K 3	K to K 4	31 R to Q 2 B t. Kt	
37 P to Q R 4	B to Q 2	32 P t. B R to B 8 ch	
38 B to B sq	P to B 4	33 K to B 2 R to Q 8	
39 B to Kt 2	P to B 5 ch	34 R t. R B t. R	
40 K to Q 3	B to B 4 ch	35 K to K sq B to B 6	
41 K to Q 2	K to Q 8	36 K to Q 2 K to B sq	
42 B to B sq	K to B 4	37 B to B 4 B to K 5	
43 K to B 3	P to Q 5 ch	38 B to Q 3 P to B 4,	
44 K to Q 2	K to Kt 5	and must finally win.	
45 B to B 4	B t. P		
46 K to K 2	B to Q 2		

Game 198, played on the 1st of May.

FOUR KNIGHTS'.

White.	Black.	White.	Black.
S. ROSENTHAL.	M. WINAWER.		
1 P to K 4	P to K 4	10 P to Q B 3	P to Q 3
2 Kt to Q B 3	P to K 4	11 Q to B 4	P t. P
3 Kt to B 3	Kt to Q B 3	12 Q P t. P	B to R 4
4 B to Kt 5	Kt to B 3	13 B to Q 3	P to B 4
5 Castles	B to Kt 5	14 B to Q 2	Q to B 3
6 Kt to Q 5	Castles	15 K R to K sq (A)	B to Q 2
7 P t. Kt	Kt t. Kt	16 Q R to B sq	Q R to K sq
8 Kt t. Kt	Kt to Q 5	17 P to Q Kt 4	B to Kt 3
9 Q to Kt 4	P t. Kt	18 P to Kt 5	R to K 4
	P to Q B 4	19 P to B 4	K R to K sq

White.	Black.
20 R to K B sq	B to Q sq (R)
21 B to B 3	P to Kt 4
22 Q to Q 2	Q to R 3
23 B t. R	P t. B
24 Q R to K sq	P to K 5
25 B to B 2	B to B 2
26 P to Kt 3	B to K 4
27 P to K R 4 (!)	P to K 6 (!)
28 Q t. P	P to B 5
29 P t. Kt P	Q t. P
30 Q to K 4 (!)(C)	R to K 2
31 P to Q 6 (!)	B t. Q P
32 Q t. Q Kt P	P t. P
33 Q to R 8 ch	B to K sq (D)
34 Q to Q 5 ch	Q t. Q
35 P t. Q	P to Kt 7(?) (E)
36 K t. P	B t. P
37 R to K Kt sq	B to K 7 (?)
38 P to B 3 (?) (F)	K to B sq
39 R to K R sq	P to B 5
40 B t. P	R to K Kt 2 ch
41 K to B 2	B to Q 6
42 B t. B	B to B 4 ch
43 R to K 3 (?) (G)	P t. B
44 R to Q sq	R to Q Kt 2
45 R to Q 2	R to Kt 8
46 P to B 4	R to Q B 8
47 K to B 3	B t. R
48 K t. B	K to K 2
49 R t. P	K to Q 3
50 K to K 4 (!)	P to R 4
51 K to B 5 (!)	R to B 7
52 P to R 3	R to B sq
53 K to Kt 6	R to Kt sq ch
54 K to B 7	R to Q Kt sq
55 P to B 5	P to R 5
56 P to B 6	R to Kt 6
57 R to Q sq	R t. P
58 K to B 8	R to K B 6
59 P to B 7	P to R 6
60 R to Q 4	K to B 4(?) (H)
61 P to Q 6 (!)	K t. R
62 P to Q 7	K to B 6
63 P queens	P to R 7
64 Q to Q R 8 (?) (I)	R t. P ch

Drawn game.

(A) Up to this point the game is a model of this form of Opening, White maintaining a slight advantage in position.

(B) Black evidently determines

on giving up the exchange for the attack he calculates on obtaining. 20 Q to Kt 3 would have given him a safe game, with the command of the vacant file; but his Bishops would have been somewhat hampered.

(C) This portion of the game is very lively, and admirably played by both.

(D) Forced: if K moves, R t. R ch, and the attack is quite broken.

(E) This was mere desperation.

(F) When it is known that this move was made immediately after the adjournment, and that the astounding blunder of 37 B to K 7 was Winawer's recorded move, and that Rosenthal perpetrated his still more wonderful reply, when fresh at the board, and with ample time for reflection, it may be set down as a curiosity of Tournament play. Of course:

38 R t. B R t. R
39 K to B 3 dis. ch, wins a piece and the game off hand.

(G) Also inexplicable. K to B sq is absolutely without danger, and preserves the exchange and passed P, which must win.

(H) 60 P to R 7 was the proper move, and would have insured a draw.

(I) Once more and finally throwing away the victory. 64 Q to R 5 ch wins by force. If 64 K to Kt 6, 65 Q to Q 5 ch, and on K moving to Kt 7 or R 6, guarding P, Q t. R, and forces exchange of Queens. If:

64 K to Kt 7
65 Q to Q 2 ch K to R 6
66 Q to B sq ch K moves
67 K to K 8 wins

As it is Winawer draws by the immediate sacrifice of R.

Game 199, played on the 2nd of May.

STEINITZ GAMBIT.

White.	Black.
S. WINAWER.	S. ROSENTHAL.
1 P to K 4	P to K 4
2 Kt to Q B 3	Kt to Q B 3
3 P to B 4	P t. P
4 P to Q 4	Q to R 5 ch
5 K to K 2	P to Q 4
6 P t. P	Q to K 2 ch
7 K to B 2	Q to R 5 ch
8 K to K 2	Q to K 2 ch
9 K to B 2	

Drawn game.

[Concerning this game, which otherwise would require no comment, Mr. Blackburne made a formal complaint to the Committee charging both players with transgressing the 15th Rule of the Tournament, a charge which the Committee refused to entertain. It is sufficient to point out that Mr. Steinitz had at this time lost two games in endeavouring to evade the perpetual check in this Opening. It was impossible for Mr.

Winawer to know that M. Rosenthal would play the form of the Opening leading to this early draw, and when he had so played it was not to be expected that Mr. Winawer would run the great risk of a lost game to avoid the draw. The Steinitz Opening certainly affords the second player, content with a draw and anxious for a day's rest, the opportunity to secure his object very easily, but to charge players with entering into a compact on such grounds is a monstrous assumption. I regret to say that the third game between these very even antagonists, which also resulted in a draw, was not supplied to me by the copyist employed for this work, and I have been unable to make up for the omission. In the course of this game M. Rosenthal failed to take advantage of one winning opportunity, a misfortune he was unable to retrieve, and the final draw counted to each.—EDITOR.]

Game 200, played on the 7th of May.

RUY LOPEZ.

White.	Black.	White.	Black.
S. ROSENTHAL.	J. MORTIMER.		
1 P to K 4	P to K 4	12 Kt (Kt 5) to K 4	P t. P
2 Kt to K B 3	Kt to Q B 3	13 Kt t. P	Kt t. Q Kt
3 B to Kt 5	Kt to B 3	14 B t. Kt	B t. P
4 P to Q 3	Kt to K 2	15 B t. P ch	K t. B
5 Kt to B 3	Kt to Kt 3	16 Q to B 3 ch	K to Kt sq
6 Castles	P to B 3	17 Q t. B	K to R 2 (B)
7 B to R 4	P to Q 3	18 Kt to Kt 5 ch	Resigns.
8 B to Kt 3	B to Kt 5		
9 P to K R 3	B to Q 2 (?) (A)		
10 Kt to K Kt 5	P to Q 4		
11 P t. P	P to K R 3		

(A) The retreat seems to be unnecessary.

9 B to R 4
10 P to Kt 4 Kt t. P

11 P t. Kt B t. P,
threatening to recover the piece by
Kt to R 4, which I fail to see how
White can prevent. Of course if
12 B to Kt 5 P to B 3,
the attempt to win the Q B would
therefore result only in the loss of

two Pawns. Retreating to K 3
were better than to Q 2, which
clearly loses a Pawn.

(B) It requires good luck as well
as talent to fall into so superb a
blunder as this. He must now lose
his Q or be mated.

Game 201, played on the 11th of May.

IRREGULAR OPENING.

White.	Black.
A. B. SKIPWORTH.	S. ROSENTHAL.
1 Kt to K B 3	P to Q 4
2 P to K 3	P to K 3
3 P to Q Kt 3	Kt to K B 3
4 B to Q Kt 2	B to K 2
5 P to Q B 4	Castles
6 B to K 2	P to Q Kt 3
7 Castles	B to Q Kt 2
8 Q to Q B 2 (A)	Q Kt to Q 2
9 Kt to K 5 (F)	Kt t. Kt
10 B t. Kt	B to Q 3
11 P to K B 4	B t. B
12 P t. B	Kt to Q 2
13 P to Q 4	Q to K Kt 4
14 R to K B 3 (B)	P t. P
15 R to K Kt 3	P t. P
16 P t. P	Q to Q sq
17 Kt to Q B 3	P to Q R 3
18 B to Q 3	P to K Kt 3
19 R to K B sq	P to Q B 4
20 B to K 4 (I)	R to Q R 2
21 Q R to K B 3 (C)	P t. P
22 P t. P	P to K B 4
23 P t. P <i>cap.</i>	Kt t. P
24 Q to Q 3	B to Q 4
25 Kt t. B	Kt t. Kt
26 B t. P (!) (D)	R t. R
27 R t. R	P t. B
28 Q t. P ch	R to Kt 2
29 Q t. P ch	K to R sq
30 Q to R 6 ch	K to Kt sq
31 Q to K 6 ch	K to R sq
32 R to R 3 ch (E)	R to R 2
33 Q to K 5 ch	Kt to B 3 (F)
34 R to K B 3	R to K B 2
35 P to K Kt 4	K to Kt sq

White.	Black.
36 Q to K Kt 5 ch (G)	K to B sq
37 Q to K R 6 ch	K to K sq
38 Q to K B 4 (!)	Q to Q 4 (H)
39 Q to Q Kt 8 ch	K to Q 2 (I)
40 Q to R 7 ch	K to K sq
41 Q to Kt 8 ch	

Drawn game.

(A) White is apparently de-
signedly avoiding the ordinary
move of P to Q 4, but does not
thereby improve his development.

(B) 14 Q to Q 2 was the only
move to escape the loss of a P, but
Mr. Skipworth was clearly counting
on a counter-attack.

(C) The object of this is not
clear, but exchanging Bishops, fol-
lowed by Kt to K 4, would have
led to no advantage, as Black
would reply by R to B 2, with a
good game.

(D) A perfectly sound sacrifice,
which insures the draw or recovery
of the P.

(E) White sees his way to some
winning chances, with the draw
always in hand; he therefore gives
up the perpetual check.

(F) If K moves White has at
least a perpetual check with the R,
which Black cannot avoid except
with the loss of the game, *e.g.* :

33	K to Kt sq
34 R to Kt 3 ch	K to B sq

35 R to B 3 ch R to B 2 (?)
 36 Q R 8 ch, and wins.

(G) 36 P to K Kt 5 would enable Black to win.

36 Kt to R 2
 37 P to Kt 6 R to Kt 2
 38 Q to K 6 ch K to R sq
 wins.

If:

38 R to Kt 3 Kt to B sq wins.

(H) The best move, 38 Q to Q 2

enables White to obtain the superiority.

39 Q to Kt 8 ch Q to Q sq (best)
 40 Q t. Q ch K t. Q
 41 P to Kt 5 R to Kt 2
 42 R t. Kt R t. P ch
 43 K to B 2, better game.

(I) Unless Black accept the perpetual check he falls into some variation cognate with the preceding, after the exchange of Queens.

Game 202, played on the 18th of May.

FOUR KNIGHTS'.

White.	Black.	White.	Black.
S. ROSENTHAL.	A. B. SKIPWORTH.		
1 P to K 4	P to K 4	30 P to K R 4	R to Q B 2
2 Kt to Q B 3	Kt to K B 3	31 K to Kt 2 (?)	K to B 3
3 Kt to B 3	Kt to B 3	32 P to R 5	K to K 2
4 B to Kt 5	B to Kt 5	33 K to B sq	B to B sq
5 Castles	Castles	34 K to K sq (E)	B to Q 2
6 Kt to Q 5	Kt t. Kt	35 K to Q 2	P to R 5
7 P t. Kt	Kt to Q 5	36 P to R 3	B to K 3
8 Kt t. Kt	P t. Kt	37 K to K 3	B to Q 2
9 Q to Kt 4	P to Q B 3 (A)	38 K to B 4	K to B 3
10 Q t. Q P	B to Q 3	39 R to Kt 6	K to K 2
11 B to K 2	Q to B 2	40 K to K 5	R to B sq
12 P to K Kt 3	B to K 4	41 R to Kt 7	K to K sq
13 Q to K 4	P to K B 4 (?)	42 K to Q 6	R to Q sq
14 Q to Q B 4	K to R sq	43 B t. P	Resigns.
15 P to Q 4	P to Q Kt 4 (F)		
16 Q to Kt 4 (!)	B to Q 3		
17 B to K B 4 (B)	R to B 3 (C)		
18 B t. B	R t. B		
19 Q to B 5 (!)	B to Kt 2		
20 B to B 3	R to K B sq (?)		
21 Q R to K sq	P to K R 3		
22 P t. P	P t. P		
23 R to K 6 (!)	R to B 3		
24 R t. R (Q 3)	Q t. R		
25 Q t. Q	R t. Q		
26 R to K sq (!) (D)	K to R 2		
27 P to B 3	P to Q R 4		
28 R to K 8	K to Kt 3		
29 R to Q Kt 8	R to Q 2		

(A) There is nothing to compensate for the Pawn thus sacrificed. 9 P to Q B 4, as played by Winawer in this position, seems to be the correct move.

(B) All this is very lively, and admirably played by M. Rosenthal.

(C) Changing Queens at once were a little better, though White always preserves his advantage.

(D) M. Rosenthal plays with remarkable vigour throughout this game. If now:

26	R t. P	(E) Black is so helplessly shut
27 R to K 7	B to R 3 (best)	up that White has time to bring
28 R t. R P	R to R 5	his King to the attack of the weak
29 B t. P	R t. P	point, which his opponent can do
30 B t. P, and wins.		nothing to frustrate.

Game 203, played on the 15th of May.

RUY LOPEZ.

White.	Black.	White.	Black.
DR. NOA.	S. ROSENTHAL.		
1 P to K 4	P to K 4	39 P to R 4 (F)	R t. R
2 K Kt to B 3	Q Kt to B 3	40 P to B 6 ch	K to B 2
3 B to Kt 5	Kt to B 3	41 R t. R	Kt to Q 6 ch
4 P to Q 3	B to B 4	42 K to K 2	Kt to Kt 5
5 Kt to B 3	P to Q 3	43 R to Q B sq	R to B sq
6 B to Kt 5	P to K R 3	44 Kt to B 2 (!)	K to K 3
7 R to R 4	P to Kt 4	45 Kt to K 4	K t. P
8 B to Kt 3	P to R 3	46 P to B 7 (!) (G)	R to B sq
9 B t. Kt (A)	P t. B	47 R t. P ch	Kt to Q 4 (H)
10 P to Q 4	P t. P	48 Kt t. P	K to Q 3
11 Kt t. P	B to K Kt 5 (B)	49 R to R 5	Kt to Kt 5
12 P to B 3	B to Q 2	50 R to K B 5	K to K 2
13 Castles	Kt to R 4	51 R to K 5 ch	K to B 3
14 B to B 2	Castles	52 P to B 4	R t. P (I)
15 Kt fr. B 3 to K 2	Q to B 3	53 Kt t. R	K t. Kt
16 P to B 3	B to Kt 3	54 R to K R 5	K to Kt 3
17 B to K 3	Q to K 2	55 R t. P	K to B 4
18 Q to Q 2	Q R to K sq	56 R to R 8	K t. P
19 P to K Kt 4	Kt to Kt 2	57 R to Q Kt 8	Kt to B 3
20 Kt to Kt 3	P to Q 4	58 R to Kt 6	Kt to K 4
21 Kt fr. Q 4 to B 5	B t. Kt	59 R t. P	K to K 5
22 Kt P t. B	P to B 3	60 R to K 6	K to Q 4
23 Q R to K sq	Q to Q 3	61 R t. Kt	Resigns.
24 B to Q 4	P to B 4		
25 B to B 2	P to B 3		
26 P to Kt 4	P to K R 4		
27 P t. B P	B t. P		
28 B t. B	Q t. B ch		
29 Q to Q 4	Q t. Q (?) (C)		
30 P t. Q	P to R 5		
31 Kt to R sq (D)	Kt to R 4		
32 Kt to B 2	Kt to B 5		
33 Kt to Kt 4	R to Kt sq		
34 P to K 5 (!)	P t. P (?) (E)		
35 P t. P	K to Kt 2		
36 R to Kt sq (!)	P to Q 5		
37 K to B 2	P to B 4		
38 K R to Q sq	R to Kt 4		

(A) Like Winawer, Dr. Noa is never loth to exchange his B for Kt in such positions. 9 B to R 4 seems better, as White could hardly advance his Pawns on each side.

(B) This is mere loss of time, as the attacked Bishop must return to Q 2.

(C) This exchange is certainly unadvisable, as it gives White a formidable cluster of central Pawns.

(D) Intending to post him at Kt 4, where he will be far more formidable than Black's Kt at B 5.

(E) Again inadvisable: Black cannot take the B P, and the two advanced passed Pawns must become very dangerous.

(F) This secures the command of the open file for his Rook.

(G) White has managed this very adroitly. He will be able to support this advanced Pawn and get free play for his Rook, whilst Black's Rook will be occupied.

(H) If:

47	K to K 3
48 Kt t. P ch	K to Q 3
49 R to B 5	K to K 2
50 R to K 5 ch	K to Q 2
51 R to K 4,	winning another Pawn.

(I) He has nothing better, as White threatens:

53 R to B 8	K to Kt 2
54 Kt to K 6 ch	K t. P
55 R t. R ch	K t. Kt
56 R to K R 8.	

Game 204, played on the 28th of May.

RUY LOPEZ.

White.	Black.	White.	Black.
S. WINAWER.	S. ROSENTHAL.		
1 P to K 4	P to K 4	28 Q to B 3	Q R to Q sq
2 K Kt to B 3	Q Kt to B 3	29 R to R 3	K to K 2
3 B to Kt 5	P to Q R 3	30 R to Kt 2	Q R to K Kt sq
4 B to R 4	Kt to B 3	31 B to Kt 3	P to K R 4 (B)
5 B t. Kt (A)	Q P t. B	32 R P t. P	R t. P
6 P to Q 3	B to Q 3	33 R t. P	R (K R sq) t. R
7 Castles	Castles	34 P t. R	Q to R 6 ch
8 B to Kt 5	P to R 3	35 K to Kt sq	Q t. P
9 B to R 4	Q to K 2	36 Q t. Q	R t. Q
10 Kt to B 3	Q B to Kt 5	37 R to R 2	R t. R
11 P to K R 3	B t. Kt	38 K t. R	P to Kt 4
12 Q t. B	P to K Kt 4	39 K to R 3	K to B 2
13 B to Kt 3	Kt to K sq	40 K to Kt 4	K to K 3
14 B to R 2	Kt to Kt 2	41 P to K B 3	B to K 2
15 P to K Kt 4	P to B 3	42 B to B 2	B to Q 3
16 Kt to K 2	Q to K 3	43 P to B 3	B to K 2
17 Kt to Kt 3	Q R to Q sq	44 B to K 3	B to Q 3
18 K to R sq	P to Q B 4	45 P to Q 4	B P t. P
19 P to Kt 3	P to B 3	46 P t. P	B to Kt 5
20 Q R to Q sq	R to Q 2		
21 R to K Kt sq	K R to B 2		
22 P to K R 4	R to B sq		
23 R to Kt 2	Q to K sq		
24 Q R to K Kt sq	K to B 2		
25 Kt to B 5	Kt t. Kt		
26 Q t. Kt	R to K R sq		
27 R to Kt 3	Q to K 3		

Drawn game.

(A) Why he should have wasted his last move, if he meant to change, is inexplicable.

(B) Nothing could be more dreary or purposeless than the moves up to this point. This move seems like a brief gleam of enterprise, but there is nothing in it.

Game 205, played on the 30th of May.

FRENCH GAME.

White.	Black.	White.	Black.
S. ROSENTHAL.	S. WINAWER.		
1 P to K 4	P to K 3	36 P to K R 4	B to B 4
2 P to Q 4	P to Q 4	37 B to B 3	R to Q 2
3 P t. P	P t. P	38 B to K 2	R to Q 5
4 K Kt to B 3	K Kt to B 3	39 B to B 3	R to Q 2
5 B to Q 3	B to Kt 5 ch (A)	40 B to K 2	P to K Kt 4
6 P to B 3	B to Q 3	41 B P t. P ch	P t. P
7 Castles	Castles	42 P t. P ch	K t. P
8 R to K sq	B to K Kt 5	43 K to B 3	R to K 2
9 Q Kt to Q 2	Q Kt to Q 2	44 R to B 3	R to K 5
10 Kt to B sq	P to B 3	45 R to B 2	K to B 3
11 Kt to K 3	B t. Kt	46 K to Kt 2	R to K 2
12 Q t. B	R to K sq	47 B to B 4	R to K 6
13 R to K 2	P to K Kt 3	48 R to K 2	
14 Kt to B sq	R t. R		Drawn game.
15 Q t. R	Q to B 2		(A) One of Winawer's vagaries,
16 B to K 3	R to K sq		with the sole object of losing a
17 Q to B 3	Kt to K 5		move.
18 P to K Kt 3	P to K B 4		(B) Offering the Pawn with the
19 P to B 4	Q to Q sq		object of getting the Black Queen
20 P t. P	P t. P		out of play.
21 R to Q B sq	Q to Kt 3		(C) The game is lively at this
22 B to B 2 (B)	Q t. Kt P		point, and well played by Rosen-
23 B to Kt 3	Kt to Kt 3		thal.
24 R to B 2	Q to Kt 8		(D) 29 Q to Q sq might be better;
25 K to Kt 2	Kt to B 5		it would force Black to play the
26 Kt to Q 2 (!) (C)	Kt (B 5) t. Kt		King back to Knight, when White
27 B t. Kt	K to Kt 2		would play 30 Q to Q 3, as in the
28 B to B sq	Kt to B 3		text, and would afterwards take
29 Q to Q 3 (D)	Q to R 8		the Queen's Pawn checking, and
30 Q to Kt 5	R to K 2		so get a slight advantage.
31 B t. P	Q t. Q P		(E) The game is now drawn, as
32 B to Kt 2	Q to Kt 3		the extra doubled Pawn is evidently
33 Q t. Q	P t. Q		of no avail with the Bishops of
34 B t. Kt ch (E)	K t. B		different colours.
35 P to B 4	P to R 3		

Game 206, played on the 6th of June.

BISHOP'S OPENING.

White.	Black.	White.	Black.
S. WINAWER.	S. ROSENTHAL.	33 Kt to R 2	R t. R ch
1 P to K 4	P to K 4	34 Kt t. R	Q to Kt 8 (!) (I)
2 B to B 4 (A)	B to B 4	Resigns.	
3 P to Q 3	P to Q 3		
4 P to Q B 3	Q Kt to B 3		
5 Kt to B 3	Kt to B 3 (B)		
6 B to K Kt 5 (C)	P to K R 3		
7 B to K 3	B to Kt 3		
8 Castles	Castles		
9 P to K R 3	Kt to K 2		
10 P to Q R 4	P to B 3		
11 P to Q Kt 4	Kt to Kt 3		
12 P to R 5 (D)	B to B 2		
13 B to Kt 3	P to Q 4		
14 P t. P	P t. P		
15 P to B 4	B to K 3		
16 Kt to R 3	P to Q 5		
17 B to B sq	P to R 3		
18 P to B 5	Kt to Q 4		
19 B t. Kt	B t. B		
20 R to K sq	P to B 4 (E)		
21 Kt to B 4	Q to B 3		
22 B to Kt 2	Q R to K sq		
23 Q Kt to Q 2	Kt to B 5		
24 Kt to B sq	Q to Kt 3		
25 Kt to Kt 3 (F)	Kt t. Kt P (!)		
26 K t. Kt	P to B 5		
27 R to K 4 (G)	B t. R		
28 P t. B	P t. Kt		
29 Q to Kt 3 ch	K to R sq		
30 P t. P	Q t. P		
31 R to B sq (H)	R to B 3		
32 K to Kt sq	Q R to K B sq		

(A) The only specimen of the Bishop's Opening throughout the Tournament.

(B) The game has assumed the ordinary form of Giuoco Piano.

(C) A favourite weakness with Winawer; it can only result in loss of time or an unfavourable exchange.

(D) The advance of these Pawns in this way is rarely productive of any advantage.

(E) Black has now by far the best of the opening.

(F) However White play it is impossible to avoid some loss.

(G) Black threatens to win a clear piece by taking Knight with Pawn. Mr. Winawer must have felt that his game was hopeless when he tried this resource.

(H) If 27 R to K sq, R t. Kt (!), winning another clear piece.

(I) Winning a clear piece: Rosenthal has made the most of his opportunities, and played admirably throughout this little game.

Game 207, played on the 29th of May.

FRENCH GAME.

White.	Black.	White.	Black.
S. ROSENTHAL.	DR. NOA.		
1 P to K 4	P to K 3	5 Kt to B 3	B to Q 3
2 P to Q 4	P to Q 4	6 B to Q 3	Castles
3 Kt to Q B 3	K Kt to B 3	7 Castles	P to B 3
4 P t. P	P t. P	8 Kt to K 2	Q to B 2
		9 Kt to Kt 3	B to Kt 5

White.	Black.	White.	Black.
10 P to K R 3	B to K 3	41 K to K 5	Kt to K sq
11 Kt to Kt 5 (!)	R to K sq (A)	42 B to Q 8	Kt to R sq
12 P to K B 4	P to K R 3	43 B to Q 7	P t. P ch
13 Kt t. B	R t. Kt	44 P t. P	Kt(R sq) to B2
14 Kt to B 5	Q Kt to Q 2	45 Q B t. Kt	Kt t. B
15 Kt t. B	Q t. Kt	46 K to Q 6	Resigns.
16 P to B 3	Kt to K 5		
17 P to B 5	R to K 2		
18 B to K B 4	Q to B 3		
19 Q to Kt 4	Q R to K sq		
20 Q R to Q sq	P to R 3		
21 K to R 2	Kt to Kt 4		
22 R to Q 2	R to K 8		
23 R t. R	R t. R		
24 R to K 2	R t. R		
25 Q t. R	Q to Q sq		
26 B to Q 6	Kt to R 2		
27 Q to K 7	Q t. Q		
28 B t. Q (B)	Kt(Q2) to B 3		
29 K to Kt 3	Kt to B sq		
30 K to B 4	Kt (B sq) to Q 2 (C)		
31 P to K Kt 4	K to R 2		
32 P to K R 4	Kt to K sq		
33 P to Kt 5	Kt to B 2		
34 P to R 4	P t. P		
35 P t. P	K to Kt sq		
36 P to Q Kt 3	K to R 2		
37 B to K 2	K to Kt sq		
38 B to K Kt 4	K to R 2		
39 P to B 6	Kt to Kt 3 (D)		
40 B to B 5 ch	K to Kt sq		

(A) Black would have played imprudently in winning the offered Pawn:

11	B t. Kt
12 P t. B	Q t. P
13 R t. Kt (!)	P t. R
14 Kt t. R P	Kt to Q 2
15 Q t. R 5	Q to K 8 ch
16 K to R 2	K R to K
17 B to R 6, and wins Q, or mates in three moves.	

(B) Trusting in his two Bishops, and the free action of his King, White has willingly changed off all the other pieces. From this point he has a won game.

(C) Black must keep the King out of K 5 at all hazards.

(D) Black can no longer keep out the King. His own King and both Knights are hopelessly shut in.

Game 208, played on the 1st of June.

KING'S GAMBIT.

White.	Black.	White.	Black.
J. MORTIMER.	S. ROSENTHAL.		
1 P to K 4	P to K 4	10 Q to B 3	Kt to Kt 5
2 P to K B 4	P t. P	11 Kt to Q sq	Kt t. Kt
3 K Kt to B 3	P to K Kt 4	12 Kt t. Kt	Kt to B 3
4 P to K R 4	P to Kt 5	13 P to B 3	B to Kt 6
5 Kt to K 5	P to Q 3 (A)	14 B to K 2	B to Q 2
6 Kt t. Kt P	B to K 2	15 B to Q 2	Castles Q R
7 P to Q 4	B t. P ch	16 Castles Q R	P to B 4
8 Kt to B 2	Q to Kt 4	17 P t. P	Q t. P
9 Kt to B 3	K Kt to B 3	18 R to R 5	Q to B 2
		19 P to Kt 3	Q R to B sq

White.	Black.
20 Q R to R sq	Kt to K 2
21 Kt to K 4	B to B 3
22 Q to Q 3	P to K R 3 (B)
23 R t. P	R t. R
24 R t. R	Kt to B 4
25 R to B 6	Q to K 2
26 R t. R ch	Q t. R
27 B to Kt 4	B to Q 2
28 Kt to Kt 5	P to B 3
29 Kt to R 3	Kt to K 2
30 Q to B 3	Kt to Q 4
31 P to B 4	Kt to B 3
32 B t. B ch	Kt t. B
33 B t. P	B t. B ch
34 Q t. B	Q to K 2
35 K to Q 2 (C)	P to B 4
36 P to Q 5 (?)	Q to Kt 2
37 Q to B 2	Q to Kt 7 ch
38 K to K 3	Q to B 6 ch
39 K to K 2	Q to B 7 ch
40 K to B 3 (?) (D)	Kt to K 4 ch
41 K to Kt 3	Q to Kt 3 ch
42 Kt to Kt 5 (E)	Q t. Kt ch
43 K to R 3	Q to R 4 ch
44 Q to R 4 (F)	Q t. Q ch
45 K t. Q	K to Q 2
46 K to Kt 5	K to K 2
47 K to B 5	P to R 4
48 P to K Kt 4	K to B 2
49 P to Kt 5	Kt to Kt 3
50 K to Kt 4	Kt to K 2
51 K to R 5	K to Kt 2

White.	Black.
52 P to R 3	P to Kt 3
Resigns.	

(A) It is singular that such a master of the Openings as M. Rosenthal should have selected this old-fashioned form of Defence, when that springing from Kt to K B 3 and B to Kt 2 gives so decided an advantage, that the attack is now rarely ventured on.

(B) There seems no necessity to abandon this Pawn at once; it might have been saved by taking off the Knight and playing Kt to Kt 3.

(C) Up to this point White has played carefully and well, but from the next move he relaxes.

(D) A fatal blunder: he should have returned to K 3, when Black would have gladly taken the draw.

(E) He is obliged to sacrifice the Knight, for moving the King subjects him to mate, or loss of the Queen.

(F) Tantamount to immediate resignation. By returning K to Kt 3 he would at least have given Black some trouble.

Game 200, played on the 15th of June.

GIUOCO PIANO.

White.	Black.	White.	Black.
H. E. BIRD.	S. ROSENTHAL.		
1 P to K 4	P to K 4	10 Q Kt to Q 2	Kt to K Kt 3
2 Kt to K B 3	Kt to Q B 3	11 Q to Q Kt 3	Castles (A)
3 B to Q B 4	B to Q B 4	12 Kt to K Kt 5	Kt to K R sq (B)
4 P to Q B 3	Kt to K B 3	13 B t. B	Q t. B
5 P to Q Kt 4	B to Q Kt 3	14 P to R 5	Q to Q sq
6 P to Q 3	P to Q 3	15 Q to B 2 (C)	P to K R 3 (D)
7 P to Q R 4	P to Q R 3	16 Kt to K B 3	Kt to Kt 3
8 Castles	Kt to K 2	17 K R to K sq	Kt to K R 4
9 B to K 3	P to Q B 3	18 P to Q 4	K Kt to K B 5
		19 P t. P	P t. P

White.	Black.
20 B to K B sq (E)	Q to B 3
21 R to K 3	B to K 3
22 P to K Kt 3 (F)	Kt to R 6 ch
23 B t. Kt	B t. B
24 Kt to Q Kt 3	Q R to Q sq
25 Kt to Q B 5 (G)	Q to K 2
26 Q R to Q sq	B to B sq
27 R (K 3) to Q 3 (H)	R t. R
28 Q t. R	B to K Kt 5
29 R to Q 2	P to K B 4
30 Kt to K sq	P t. P
31 Q t. P	B to B 4
32 Q to B 4 ch	K to R 2
33 Kt to Kt 2	P to K 5 (I)
34 Q to K 2	Kt to K 4
35 Kt to R 4 (J)	K to Kt sq (?)
	(K)
36 Kt t. B	R t. Kt
37 K to Kt 2	Kt to B 6
38 R to Q 7	Q to Kt 4
39 Q t. P	Q to K R 4
40 R to Q 8 ch	K to R 2
41 P to R 3	Q to K Kt 3
42 Kt to Q 7	Kt to R 5 ch (L)
43 K to Kt sq	R to B 6
44 Kt to B 5	Q t. Q
45 Kt t. Q	Kt to Kt 3
46 R to Q 7	Kt to K 4
47 R t. P	R to Q 6
48 R to B 7	R to Q 8 ch
49 K to Kt 2	R to K 8
50 Kt to B 6 ch	K to Kt 3
51 Kt to Kt 4	Kt to Q 6
52 R t. P ch	K to R 2
53 P to K B 4	R to Q B 8
54 Kt to K 5	R to B 7 ch
55 K to B 3	Kt to B 8
56 R to B 8	P to R 4
57 P to B 5	Kt to R 7
58 P to R 4	R t. P ch
59 R t. R	Kt t. R
60 Kt to B 6	K to Kt sq
61 Kt to Kt 8	K to B 2
62 Kt t. P	Kt to Kt 4
63 Kt to B 5	K to K 2
64 K to B 4	K to Q 3
65 K to Kt 5	Resigns.

[Notes by Mr. H. E. Bird.]

(A) Black could not now play

P to Q 4 without disadvantage. White would reply with B t. B, and play as Black may he would lose a Pawn.

(B) This was the only sound reply.

(C) It was necessary now to make room for the Bishop to retire, as Black could now play P to Q 4.

(D) Kt to Kt 3 at once was perhaps preferable.

(E) Preparing for defence, and at the same time freeing the position on Queen's side for play of the Queen's Knight, with the option of advancing Queen's Pawns.

(F) Judiciously played. Black must now check with the Knight or retire it to K R 4, where it would be quite out of play.

(G) This move, as will be seen, exercised a material influence on the game. The Knight at Q B 5 became very formidable, especially for the end-game. It could not, moreover, be displaced.

(H) White considered it desirable in this position to exchange Rooks, with a view to the end-game, having in view also the importance of keeping possession of the Queen's file.

(I) This move requires care in answering. Kt to K 3 would not be good, as White must guard against the impending sally of the Knight.

(J) Apparently the best.

(K) P to K Kt 3 appeared a little more hopeful for Black.

(L) If White had at this move taken Knight with Queen then Black would have played R t. P ch with some chance of a draw by perpetual check. If Knight had checked again, K to R sq would have saved risk in this respect.

Game 210, played on the 18th of June.

FRENCH GAME.

White.	Black.	White.	Black.
S. ROSENTHAL.	A. SKELMAN.	47 R t. R	P to Kt5(?) (E)
1 P to K 4	P to K 3	48 R (B 7) to K 7	P t. P ch
2 P to Q 4	P to Q 4	49 K to R sq	Resigns.
3 Q Kt to B 3	K Kt to B 3	(A) The game has been admirably contested, and at this point Black seems to have a decided advantage. If:	
4 P t. P	P t. P	28 P t. Kt	Q t. P
5 Kt to B 3	B to Q 3	29 B to Kt 2	Kt t. R,
6 B to Q 3	B to K 3	at least winning the exchange.	
7 Castles	Castles	(B) It is difficult to foresee the advantage to accrue from the sacrifice of the Queen for the Rook and Knight, but Rosenthal showed judgment in selecting this, rather than lose the exchange. So confined, however, is the action of Black's Queen and Rook, that it is impossible to bring them into effective play.	
8 Kt to K 2	P to B 3	(C) The advance of this Pawn leaves the Bishop's fifth open for the Knight, and, in fact, loses the game. Annoying as it might be, Black should content himself by moving his Rook to and fro, and he could at least ward off destruction.	
9 Kt to Kt 3	Q to B 2	(D) Black is now in great danger. If:	
10 P to Kt 3	Q Kt to Q 2	40	R to R sq
11 P to B 4	K R to K sq	41 P to R 6	R t. P
12 P to B 2	P to Q Kt 3	42 Kt to Kt 4	R to R 2
13 B to Kt 2	Kt to B sq	43 R to K B 3	Q to B sq
14 P to B 5	B to B 5	44 R t. P ch	K to Kt sq
15 Kt to K 2	B to R 3	45 R (B 6) to K 6	Q to R 3,
16 Kt to K 5	P to Q Kt 4	mates in 6 moves.	
17 B to B sq	B t. B	(E) This move loses the Queen for one Rook. There is, however, nothing to be done. If:	
18 K R t. B	Kt (B 3) to Q 2	47	Q to Q B sq
19 Kt to B 3	B to Kt 5	48 R (B 7) to K 7	Q to B 4,
20 Kt to Kt 5	Kt to B 3	mate in 4. If:	
21 P to K R 3	B t. Kt	47	K to Kt sq
22 B t. B	Kt to K 5	48 R (B 7) to K 7	K to B sq
23 Kt to B 3	Kt to Kt 3	49 P to R 6, and wins.	
24 P to Q R 4	P to Q R 3		
25 B to B sq	Kt to B 5		
26 R to R 2	P to Kt 5		
27 P to Kt 3	Kt to B 6 (A)		
28 R to Kt 2	Kt (B 5) to K 7 ch		
29 B t. Kt	Kt t. B ch		
30 Q t. Kt (!)	R t. Q		
31 R t. R (B)	P to B 3		
32 R (B sq) to K sq	K to B 2		
33 K to Kt 2	P to Q R 4		
34 R to K 6	Q to Q 2		
35 R to Q 6	Q to Kt 2		
36 R (Q 6) to K 6	Q to Q 2		
37 R (K 6) to K 3	P to R 3		
38 P to Kt 4	P to Kt 4(?) (C)		
39 Kt to R 2	P to R 4 (?)		
40 P t. P	R to K B sq (D)		
41 Kt to Kt 4	Q to Q sq		
42 Kt to R 6 ch	K to Kt 2		
43 Kt to B 5 ch	K to R sq		
44 R to K 7	R to Kt sq		
45 Kt to R 6	R to B sq		
46 Kt to B 7 ch	R t. Kt		

SECTION IX.

WINA WER'S GAMES.



NOTES BY THE EDITOR.

James C. Duff

Original from
PRINCETON UNIVERSITY

WINAWER'S GAMES.

Game 211, played on the 30th of April.

FOUR KNIGHTS'.

White.	Black.
S. WINAWER.	A. SELLMAN.
1 P to K 4	P to K 4
2 Q Kt to B 3	Q Kt to B 3
3 Kt to B 3	Kt to B 3
4 B to Kt 5	B to Kt 5
5 Castles	Castles
6 Kt to Q 5	B to B 4 (A)
7 B t. Kt (?) (B)	Kt P t. B
8 Kt t. Kt ch	Q t. Kt
9 P to Q 3	P to Q 3
10 P to K R 3	Q to Kt 3
11 Kt to R 4	Q to Kt 6 (C)
12 Kt to B 5 (!)	B t. Kt
13 P t. B	Q to R 5 (D)
14 B to K 3	B to Kt 3
15 Q to B 3	P to Q 4
16 P to K Kt 4	Q R to Kt sq
17 P to Kt 3	K R to K sq
18 K to Kt 2	P to K 5
19 Q to B 4	P to Q 5
20 Q to Kt 5	Q t. Q
21 B t. Q	B to R 4
22 P t. P	R t. P
23 K to B 3	Q R to K sq
24 Q R to B sq	R to K 7
25 B to K 3 (!)	P to Q 6
26 P t. P	R t. R P
27 R t. B P	R to Kt 7 (E)
28 R to Q R sq	B to Kt 3
29 B t. B	R P t. B
30 R t. B P	R t. Kt P
31 R to Q 7	P to Q Kt 4
32 Q R to R 7 (F)	P to Kt 5
33 R t. B P	R t. P ch
34 K to Kt 2	R to Q Kt sq (G)
35 R t. P ch	K to R sq (H)
36 R t. P ch	K to Kt sq
37 Q R to Kt 7 ch	K to B sq
38 P to B 6	Resigns.

(A) Changing Knights is better than this move, after which White should get the advantage.

(B) 7 P to Q 4 (!), as played by Zukertort in the first game of his match with Rosenthal, is the correct continuation. He proved by an exhaustive analysis that Black could not take the Pawn with Pawn, Bishop, or Knight without loss, and in every case White gets the better game: *Chess-Monthly*, Vol. I, p. 294.

(C) Not so good as it looks at the first glance.

(D) Necessary, as White threatens to win a piece by:

P to Q 4 B t. P
Q t. B

(E) 27 B to Kt 3 at once seems to offer the best chance of drawing, but in every case White gets slightly the better game.

(F) Black cannot now save the game. If he guards the King's Bishop's Pawn his Rook is hopelessly confined, and if he makes any other move, as he elects to do, mate must follow shortly.

(G) Nothing can be done.

(H) King to Bishop's square would demand a few more moves to mate, but the result and *modus operandi* are identical.

36 Kt to K 4 B to B 2 ch
37 K to B sq, and Black cannot
withstand the combined attack of
Queen and Knight.

(G) Threatening mate in four
moves.

(H) If:

34 K R t. Kt
35 P to K 6 dis. ch K to B sq
36 Q to B 6 ch Q to B 2
37 P t. Q and wins.

If:

34 Q R t. Kt
35 P to K 6 dis. ch K to B sq
36 Q to B 2 ch R to B 2
37 P t. R B t. P
38 R to R 8 ch K to K 2
39 Q to B 6 ch, and wins.

(I) Mr. Mortimer may be said

to have lost the game by this hur-
ried capture:

46 R to B 7 ch
47 K to Kt sq B t. P
48 R to Q R 3 R to Q 7,
and Black should draw the game.

(J) Threatening mate in two,
and so getting time to save the all-
important Queen's Rook's Pawn.

(K) A fatal blunder, specially
regrettable when the whole game
had been so stoutly contested by
Black. By checking with Rook,
however, he could not have drawn,
and 54 K to B 2 is equally useless:

55 R to R 8 (!) R to R 8 ch
56 K to B 2 R to R 7 ch
57 K to Kt 3, and wins.

The whole game has been played
beautifully by Winawer.

Game 213, played on the 14th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
A. B. SKIPWORTH.	S. WINAWER.	15 Q to B sq	Q P t. K P
1 P to Q B 4	P to K 4	16 P t. P	P t. P
2 P to K 3	Kt to Q B 3	17 Kt to R 2	P to K R 4
3 P to Q R 3	P to K Kt 3	18 Kt to Q sq	Kt to B 4
4 Kt to Q B 3	B to Kt 2	19 B to Kt 5	Kt to Q 5
5 P to Q 3	P to Q 3	20 Q to B 2(???) (A) Kt t. Q	
6 B to K 2	P to B 4	Resigns.	
7 B to Q 2	Q Kt to K 2		
8 Q to B 2	P to B 3		
9 Kt to B 3	Kt to B 3		
10 P to K 4	Castles		
11 P to K R 4	P to K R 3		
12 Castles Q R	Q to B 2		
13 K to Kt sq	B to K 3		
14 Q R to K B sq	P to Q 4		

(A) This was one of the games
played in a late stage of the first
round, when in fairness to Mr.
Skipworth it should be stated that
he was too unwell to play even
fairly.

Game 214, played on the 17th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
DR. NOA.	S. WINAWER.		
1 P to K 4	P to Q 3 (A)	46 K to B 3	B to Q 3
2 P to Q 4	P to K Kt 3	47 K to Kt 3	R to Q 5
3 P to K B 4	P to K B 4	48 R to Kt 6	K to B 5
4 P to K 5	P t. P	49 P to R 4	P to K 6
5 B P t. P	P to K 3	50 P to R 5	B to B 2
6 B to K 3	P to B 4	51 R to Kt 5	R to Q 6 ch
7 P to B 3	Q to Kt 3	52 K to Kt 2	B to K 4 ch
8 Q to Q 2	Q Kt to B 3	53 K to B 2	R to B 6 ch
9 Kt to B 3	B to Q 2	54 K to Kt sq	P to B 5
10 B to K 2	Q to B 2	55 R (Kt 5) to Kt 2	R to Kt 6 (!)
11 P t. P (?) (B)	Castles	56 R t. R	P t. R
12 P to Q Kt 4	B to Kt 2	57 P to R 6	B to Q 5
13 Kt to R 3	Kt t. P	58 K to B sq	K to K 5 (!)
14 Q to B 2	Kt t. Kt ch	59 R to Kt 2 (J)	B t. R ch
15 B t. Kt	Q to K 4	60 K t. B	P to K 7
16 Kt to B 4 (C)	Q t. P ch	61 P to R 7	P queens
17 Q t. Q	B t. Q ch	62 P queens ch	
18 K to B 2	B to Q B 3 (D)		Drawn game.
19 Q R to Q B sq	B t. P		
20 B t. B	P t. B		
21 Kt to Q 6 ch	K to B 2		
22 B to B 4 (!) (E)	Kt to K 2		
23 Kt t. P ch (!) (F)	K to Q 2		
24 Kt t. Kt	K R to B sq (G)		
25 K to Kt 3	R t. B		
26 Q R to Q sq ch	K t. Kt		
27 R t. R	R to B 4		
28 K R to Q sq	B t. P		
29 Q R to Q 7 ch	K to B 3		
30 R t. K R P	B to K 6		
31 R to Q 3	R to K 4		
32 R to B 3	P to B 4		
33 R t. Q R P	K to B 4		
34 K to B 3	B to Q 5		
35 R to B 7 ch	K to Kt 4		
36 R to Q 3	R to K 8 (!)		
37 K to Kt 3 (H)	B to K 4 ch		
38 K to B 2 (I)	R to Q R 8		
39 R to Q 2	B t. P		
40 K to K 2	R to Q B 8		
41 R to B sq	R to B 5		
42 K to Q 3	R to Q R 5		
43 R to K 2	B to B 5		
44 R to Q Kt sq	P to K 4		
45 R to Kt 5	P to K 5 ch		

(A) This move has only originality to recommend it. Jaenisch, who endeavoured in his *Analyse Nouvelle* to include every possible Opening, says of this move, "We pass it over at once, for it masks uselessly the K B." In truth, however, as a close Opening it appears no worse than any other first move.

(B) This move is clearly weak, as it must lose the King's Pawn and open Black's cramped position. 11 Castles, followed by Kt to R 3, would have given White an excellent opening.

(C) Best under the circumstances.

(D) Taking the Rook at once was better, as though White can recover the exchange, Black wins a Pawn.

18 R t. R
19 Kt to Q 6 ch K to B 2
20 R t. B P to K 4,
and Black will keep his extra Pawn.

(E) Better than winning the exchange at once by Kt to B 7 or B to Q 4.

(F) Again better than winning the exchange by Kt to B 7.

(G) If:

24	Q R to K B sq
25 K to Kt 3	R to B 2 (?)
26 B to Kt 5	P to K R 3 (?)
27 K R to Q sq ch	K to B 2
28 B to B 4 ch	K to Kt 2
29 R to Q 7 ch	K to R 3
30 Kt t. Q B P	R t. R
31 Kt t. B ch, with a winning superiority.	

(H) Black threatens R to B 8 ch. 37 R to Q Kt 7 seems best, though there are objections to moving the Rook. The course adopted, as followed out by White, leads to the loss of a Pawn.

(I) If 38 K to R 3, P to B 5 gives Black an excellent game. The move made loses a Pawn, but is probably the best course. After this White has to play hard to ensure a draw.

(J) Ingeniously forcing the draw. Against any other move Black would win by K to Q 6, *e.g.*, if

59 R to K sq	K to Q 6
60 R to Q sq ch	K to B 6
61 R t. B	K t. R
62 P to R 7	P to K 7
63 P queens	P queens ch
64 K to Kt 2	Q to B 6 ch
65 K to Kt sq	Q to B 7 ch
66 K to R sq	Q to R 7 ch
67 Q t. Q	P t. Q
68 K t. P	P to Kt 4, and wins.

Game 215, played on the 7th of June.

FRENCH GAME.

White.	Black.	White.	Black.
S. WINAWER.	DR. NOA.		
1 P to K 4	P to K 3	22 Q to Q 3	P to Kt 3
2 P to Q 4	P to Q 4	23 R to K sq (D)	R to B 5
3 Kt to Q B 3	K Kt to B 3	24 Q to Q 2	P to Q 5
4 B to K Kt 5	B to K 2	25 Kt to Q sq (E)	K R to B sq
5 B t. Kt	B t. B	26 P to B 3	P t. P
6 Kt to B 3	Castles	27 Kt t. P	R to Q sq
7 P to K 5	B to K 2	28 Q to K B 2	R (B 5) to Q 5
8 B to Q 3	P to Q B 4 (A)	29 R (R 3) to K 3	Q to B 4 (F)
9 P t. P	B t. P	30 K to Kt sq	Q to B 5
10 Castles (B)	Kt to B 3	31 P to R 3 (?) (G)	R t. P
11 Q to Q 2	B to K 2	32 Q to Kt 3	R to Q 7
12 Q R to K sq	P to Q Kt 3	33 R (K sq) to K 2	R t. R
13 B to Kt 5 (C)	B to Kt 2	34 R t. R	K to Kt 2
14 B t. Kt	B t. B	35 Q to K 3	P to K R 3
15 Kt to Q 4	B to Kt 2	36 P to Q Kt 3	Q to Q 5
16 P to B 4	K to R sq	37 Kt to Kt 5	Q to Q 8 ch
17 K to R sq	B to Kt 5	38 R to K sq	Q to Q 4 (I) (H)
18 R to K 3	R to B sq	39 Q to K 2	Q t. Kt P
19 P to Q R 3	B to B 4	40 Kt to Q 6	B to Q 4
20 R to R 3	B t. Kt	41 Kt to K 8 ch	K to B sq
21 Q t. B	Q to K 2	42 Kt to B 6	Q t. Q R P
		43 Kt to R 7 ch	K to Kt 2

White.	Black.
44 Kt to B 6	Q to B 4 ch
45 Q to K 3 (I)	Q t. Q ch
46 R t. Q	P to Q R 4
47 Kt to K 8 ch	K to B sq
48 Kt to Q 6	P to B 3
49 P t. P	R t. P
50 R to Q B 3	R to B 5
51 Kt to Kt 5	P to Q R 5
52 R to B 8 ch	K to K 2
53 R to B 7 ch	K to B 3
54 R to Q R 7	R to Q Kt 5
55 Kt to B 3	P to Q Kt 4
56 R to R 6	K to K 4
57 P to Kt 4	R to Kt 6
58 Kt t. Kt P (J)	R t. Kt
59 R t. P	R to Kt 7
60 P to R 4	B to K 5
61 P to R 5	R to Kt 7 ch
62 K to B sq	R t. P
63 P t. P	R t. P
64 R to R 2	K to B 4
65 R to R 3	P to K 4
Resigns.	

(A) The best move in this form of the French Game. Any other mode of play gives White the advantage, with the chance of instituting a strong attack on the King by P to K R 4 and Kt to Kt 5.

(B) If 10 P to K R 4, P to K B 3, and White cannot sacrifice the

Knight at Knight's fifth with advantage.

(C) A peculiar fancy of Winawer to change off his Bishops for Knights and trust to their superiority in the end-game. He often gives up position, and the game ultimately, through this craze.

(D) There is no object in this move, but it is difficult to suggest a better, as there is no possibility for White now to initiate any attack.

(E) If 25 Kt to Kt 5 (F), 26 Q to B 4.

(F) Black plays admirably and takes all the advantage of his fine position.

(G) White apparently moved his K to Kt sq, to enable him to guard his King's Bishop's Pawn, but finds that he cannot do so:

31 P to K Kt 3 (F) Q to B 3
 32 K to B sq B to R 3 ch
 33 K to Kt sq R to Q 7,
 and at least wins the Queen's Knight's Pawn.

(H) Threatening mate.

(I) Compulsory, if King moves R to B 7!

(J) Mr. Winawer drinks the cup to the dregs, but his game has long been absolutely hopeless.

Game 216, played on the 22nd of May.

FRENCH GAME.

White.	Black.	White.	Black.
S. WINAWER.	DR. NOA.		
1 P to K 4	P to K 3	9 B to Q 3	B to Kt 2
2 P to Q 4	P to Q 4	10 Q to B 2	Kt to Q 2
3 Q Kt to B 3	K Kt to B 3	11 Castles K R	P to Kt 3
4 B to K Kt 5	B to K 2	12 Q R to K sq	B to Kt 2
5 B t. Kt	B t. B	13 R to K 2	P to Q B 4
6 Kt to B 3	P t. P	14 P t. P	Kt t. P
7 Kt t. P	Castles	15 R to Q sq	Q to K 2
8 P to B 3	P to Q Kt 3	16 Kt to K sq (F)	Kt t. B
		17 R t. Kt	K R to Q sq

White.	Black.
18 P to KB4(?) (A)	R t. R
19 Q t. R	R to Q sq
20 Q to B 2	Q to B 2
21 P to K Kt 3 (B)	Q to B 3
22 Kt to B 2	B to K B sq
23 R to Q 2	R to B sq (C)
24 Q to Q 3	B to B 4
25 K to B sq	R to B 2
26 P to Q Kt 4	B to K B sq
27 R to B 2	R to Q 2
28 Q to K 2	P to Q Kt 4
29 Q to K 3	P to Q R 3
30 R to Q 2	R t. R
31 Q t. R	P to R 3
32 Kt to Kt 4 (D)	P to B 4
33 Kt to K 5 (E)	Q to R 8 ch
34 K to K 2	Q t. P ch
35 K to Q sq	Q t. Q ch (F)
36 K t. Q	P to Kt 4
37 Kt (K sq) to Q 3	B to Q 3
38 K to K 3	K to Kt 2
39 P to R 3	K to B 3
40 P to B 4	P t. Q B P
41 Kt t. P	P t. P ch
42 P t. P	B to B 2
43 P to R 4	P to K R 4
44 Kt to B 5 (G)	B to B sq
45 P to Kt 5	P t. P
46 P t. P	P to R 5
47 K to B 3	P to R 6 (!)
48 Kt to Q 3 (H)	B to Kt 2 ch
49 K to Kt 3	B to Kt 7
50 P to Kt 6	B to Kt sq
51 Kt (B 4) to K 5	B to Q 3
52 Kt to B 3	K to K 2
53 Kt (Q 3) to K 5	Q B t. Kt
54 Kt t. B	K to Q 2
55 P to Kt 7 (!)	K to B 2
56 Kt to Q 4 (!)	B t. P ch
57 K t. P (I)	K to Q 2
58 K to R 4	B to Kt sq
59 K to Kt 5	P to B 5
60 Kt to B 3	K to B 3
61 K to Kt 4 (!)	K t. P
62 Kt to Kt 5 (!) (J)	P to K 4
63 K to B 3	K to B 3
64 Kt to K 4	K to Q 4
65 Kt to B 6 ch	K to K 3
66 Kt to K 4	K to B 4
67 Kt to Q 2	B to Q 3
68 Kt to K 4	K to K 3
69 Kt to B 3	B to Kt 5

White.	Black.
70 Kt to K 4	K to Q 4
71 Kt to Kt 5	K to Q 5 (K)
72 Kt to K 6 ch	

Drawn game.

(A) At this stage of the game Mr. Winawer is playing rather feebly, and permits Black to obtain the advantage of position.

(B) The necessity for making this move greatly weakens White's game, and keeps his Knights chained down for defensive purposes.

(C) Black would have got no advantage by changing Rooks:

23	R t. R
24 Q t. R	B to B 4
25 K to B sq, and is safe from all attack.	

(D) White has another weak point in his Queen's Bishop's Pawn, which Black can proceed to attack, and is obliged to risk something.

(E) This, of course, loses a Pawn.

(F) If:

35	Q t. Kt P
36 Q to Q 7 (!) wins.	

(G) This portion of the game is very interesting. White struggles hard to make his Pawns' superiority on the Queen's side an equivalent for Black's extra force. Black relies on his passed King's Rook's Pawn to call back the attacking forces.

(H) White must now guard his King's Bishop's Pawn. If:

48 P to Kt 6	P to R 7
49 K to Kt 2	B t. B P
50 P to Kt 7	B t. P ch
51 Kt t. B	P to K 4,

and White cannot save the game.

(I) White has played beautifully to draw the game. Of course he cannot take the Bishop, as the Rook's Pawn would queen. On the other hand, Black would lose

all chance of winning if he abandoned his King's Pawn.

(J) White has manoeuvred so as to force Black to advance both his Pawns on to Black squares, whence he can stop their further progress by the combined action of his King and Knight. It is a beautiful specimen of Winawer's play in end-games, and it is most rare to find a position where two combined

passed Pawns can be foiled as they are in this instance.

(K) This enables White to draw at once by giving up his Knight for the two Pawns; but it is clear that Black could not drive the Knight away from the King's fourth and keep the command of every square to which he might move, and return to King's fourth.

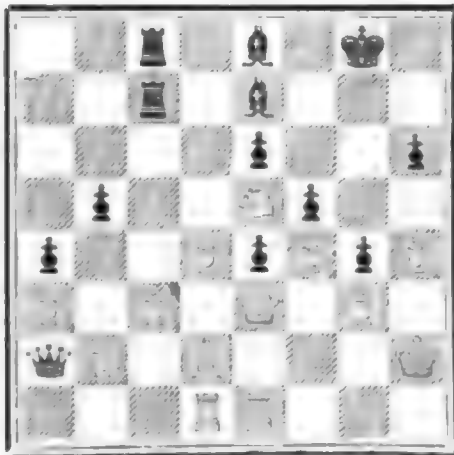
Game 217, played on the 24th and 25th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
DR. NOA.	S. WINAWER.		
1 P to K 4	P to Q B 3 (A)	31 Kt to Kt sq	Kt to B 5
2 P to Q 4	P to Q 4	32 Kt to K 2	Kt to Q 3
3 P t. P	P t. P	33 Kt to Kt 2	Kt (B 3) to K 5
4 Kt to K B 3	Q Kt to B 3	34 B to K 3	B to Q B 3
5 B to Q Kt 5 (B)	Q to Kt 3	35 Q to K sq	Kt to B 5
6 Kt to B 3	P to K 3	36 B to B sq (F)	R to Kt sq
7 P to Q R 3	Kt to B 3	37 R to K R sq	Q to Q sq
8 Castles	B to Q 3	38 R to B sq	Kt to B 3
9 B to Q 3	B to Q 2	39 R to K R sq	Kt to K R 4
10 Kt to K 2	R to Q B sq	40 R to B sq	Kt to Q 3
11 P to B 3	Kt to K 2	41 B to K 3	Kt to K 5
12 P to R 3	P to K R 3	42 B to K B 2	Kt (K 5) to B 3
13 R to Kt sq	Q to B 2	43 B to K 3	Kt to R 2
14 Kt to K sq	P to K Kt 4	44 R to K R sq	Kt to B sq
15 P to K B 4	P to Kt 5 (C)	45 K to Kt sq	Kt to Kt 3
16 P to K R 4	Kt to R 4	46 R to R 2	Kt to B 3
17 P to K Kt 3	P to B 4 (D)	47 R to Q R sq	Kt to R 4
18 Kt to Kt 2	P to Kt 4	48 R to R 2	B to B 3
19 B to K 3	P to R 4	49 Q R to R sq	R to K 2
20 R to B sq	Q to R 2	50 Q to B 2	B to Q 2
21 B to K B 2	Castles	51 R to R sq	R (Kt) to K sq
22 Kt to K 3	R to Q B 2	52 R to K sq	Q to Kt sq
23 K to R 2	K R to Q B sq	53 K to B sq	B to Kt 2
24 Q to Q 2	Kt to B 3	54 K B to B 2	K to Kt sq
25 R to B 2	Q to Kt sq	55 B to Q 3	Kt to R sq
26 K R to Q B sq	P to R 5 (E)	56 K to Kt sq	Kt to B 2
27 R to B sq	Kt to B 3	57 K to R 2	Kt to B 3
28 Q R to Q B sq	Kt to Q R 4	58 K R to B sq	Kt to R 2
29 Q to Q sq	B to K 2	59 B to B 2	Kt to B sq
30 R to Q Kt sq	K to B 2	60 Kt to B sq	Kt to Kt 3
		61 Kt to Q 3	R to Q B sq

White.	Black.
62 R to K 2	Kt to Q 3
63 Kt to K 5	Kt to B sq
64 B to B sq	B to K sq
65 Kt to K 3	R(K2)toQB2
66 Kt to Q sq	B to K B 3
67 Kt to K 3	Q to Kt 2
68 Kt to Q sq	R to Kt 2
69 Q to K sq	B to K 2
70 B to Q 3	Kt to R 2
71 Kt to K 3	Kt to B 3
72 Kt to Kt 2	Kt(Q3)toK5
73 R to Q B 2	Kt to R 4
74 B t. Kt (G)	Q P t. B
75 Kt to K 3	Kt to B 3
76 R to Q 2	Kt to Q 4
77 Kt t. Kt	Q t. Kt
78 Q to K 3	B to K B 3
79 R to K sq	R(Kt2)toQB2
80 R(Q2)toQsq	B to K 2
81 B to Q 2	Q to R 7(!)(H)

BLACK.



WHITE.

82 R to Q Kt sq	B t. Q R P (!)
83 P t. B	R t. P
84 R to Q R sq (I)	Q to Kt 7
85 K R to Q Kt sq	Q to B 7
86 Q to K 2	P to K 6
87 R to Q sq	P t. B
88 R t. P	Q t. R
89 Q t. Q	R to B 7
90 R to Q sq	R t. Q ch
91 R t. R	R to B 6
92 R to Q 3	R to B 7 ch
93 K to Kt sq	P to Kt 5 (!)
94 P t. P _j	B to Kt 4

White.	Black.
95 R to R 3	K to B sq
96 Kt to Q 3 (F)(J)	B t. Kt
97 R t. B	R to Kt 7
98 K to B sq	K to K 2
99 P to Q 5	P t. P
100 R t. P	P to R 6 (!)
Resigns.	

(A) A harmless, but ineffective, originality.

(B) A pin of this description can only lead to loss of time, not of much consequence between players who are both bent on a waiting game.

(C) 15 R to K Kt square seems a more likely way of forcing an attack.

(D) There is now a block on the King's side, foreboding a dreary game.

(E) Which produces equally a block on the Queen's side. The reader, unless possessed of more than ordinary patience, will do well to omit the next fifty-five moves, which are almost all purposeless, and put up the position according to the diagram after Black's 81st move. If he attempts to play all the moves to that point, he will probably never arrive correctly at that position, in endless mazes lost.

(F) White's position is quite unassailable, and being evidently willing to draw he might now have moved his King to and fro to all eternity, and left to Winawer's inexhaustible stock of patience the responsibility of striking out some attempt to break up his phalanx.

(G) After nearly fifty moves, most of them without any purpose whatsoever, White may be pardoned for having played mechanically and allowed Mr. Winawer here to force him to change one piece!

(H) Any one who has attempted to play through all the above moves should here rectify his position by the diagram we give. Winawer has at last a combination on hand which forces the game.

(I) If:

84 Q to K 2 R to B 7,
followed by:

85 R (B) to B 6
and P to K 6, winning.

(J) This is speedily fatal. 96 P to R 5 seems best, as it apparently prevents Black's King from being played to Q 3 without losing

his King's Rook's Pawn. Owing, however, to the confined position of his King the result is the same. If:

96	K to K 2
97 R to K 3	R to Kt 6
98 R to Q B 3	R t. P
99 R to B 7 ch	K to Q 3
100 R to Q Kt 7	P to R 6 (!)
101 R to Q R 7	R to Kt 8 ch
102 K to B 2	R to Kt 7 ch
103 K to K sq	

(If K to K 3, R mates.)

103 P to R 7,
and wins easily.

Game 218, played on the 4th of June.

FRENCH GAME.

White.	Black.	White.	Black.
A. SELLMAN.	S. WINAWER.		
1 P to K 4	P to K 3	26 Q to K 3	B to Kt 5
2 P to Q 4	P to Q 4	27 R to K 2	P to Q R 3 (D)
3 P t. P	P t. P	28 B to R 4	P to Q Kt 4
4 K Kt to B 3	K Kt to B 3	29 B to Kt 3	R to K sq
5 B to Q 3	B to Q 3	30 Q to Q 3	R t. R
6 Castles	Castles	31 Q t. R	Q to K 2
7 Kt to B 3	P to B 3	32 Q t. Q	B t. Q
8 Kt to K 2	Q to B 2	33 B to Kt 5 (E)	P to Q R 4
9 Kt to Kt 3	B to K Kt 5	34 B t. Kt	B t. B
10 P to K R 3	B to K 3	35 B t. P ch	K to B sq
11 Kt to B 5	B t. Kt	36 B to B 6	P to Kt 5
12 B t. B	P to K Kt 3	37 P to R 4	P t. P e.p.
13 B to Q 3	Kt to K 5 (A)	38 P t. P	B t. P
14 R to K sq	P to K B 4	39 K to B sq	K to K 2
15 P to B 4	Kt to Q 2	40 K to K 2	K to Q 3
16 P t. P	P t. P	41 B to K 8	K to K 4
17 Q to Kt 3	Q Kt to B 3	42 P to Kt 3	P to Kt 4
18 B to R 6	R to B 2	43 P to B 3	P to Kt 5
19 Q R to B sq	Q to Kt sq (B)	44 P t. P	P t. P
20 R to B 2	R to K 2	45 K to B sq	K to K 5
21 Q R to K 2	Q to K sq	46 B to B 6 ch	K to K 6
22 K B to Kt 5	Kt to B 2	47 K to Kt 2	
23 Kt to Kt 5 (C)	Kt t. Kt		
24 R t. R	Kt t. P ch		
25 Q t. Kt	B t. R		

Drawn game.

(A) Up to this point the game has been played in accordance with

the beaten track, in this dullest form of a dull Opening.

(B) The only move to avoid some loss, either of material or position.

(C) This loses a Pawn, but owing to the strength of White's

Bishops, without inflicting on him any serious damage.

(D) A useless manoeuvre.

(E) As this secures the exchange of his Queen's Bishop for the Knight, leaving Bishops of different colours, the game is drawn by force.

Game 219, played on the 19th of June.

FRENCH GAME.

White.	Black.
S. WINAWER.	A. SELLMAN.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 Q Kt to B 3	K Kt to B 3
4 B to K Kt 5	B to K 2
5 B t. Kt	B t. B
6 Kt to B 3	Castles
7 P to K 5	B to K 2
8 B to Q 3	P to Q R 4
9 P t. P	B t. P
10 Castles	Kt to B 3
11 P to Q R 3	P to Q R 3
12 Q to Q 2	P to R 3
13 Q R to K sq	P to Q Kt 4
14 Q to B 4	P to B 3
15 Q to Kt 3	P to B 4 (A)
16 Kt to K 2	P to Kt 4
17 P to K R 4	P to K Kt 5
18 Kt to B 4	K to R 2(?) (B)
19 Q t. P	R to K Kt sq
20 Q to R 5	R to R 2
21 Kt to Kt 5 ch	R t. Kt (C)
22 P t. R	Q t. P
23 Q t. Q	P t. Q
24 Kt to R 5	K to R 3
25 P to K Kt 4	P t. P
26 K to Kt 2 (!)	R to K B 2 (D)
27 Kt to B 6	K to Kt 2
28 R to K R sq	Kt t. P (?) (E)
29 Kt to R 5 ch	K to B sq
30 R t. Kt	R t. P ch
31 K to Kt 3	R to B 2
32 R t. Kt P	B to K 6
33 R to Kt 6	P to K 4
34 Kt to B 6 (!)	B to B 5 ch

White.	Black.
35 K to Kt 2	B to Kt 2
36 R to K R 8 ch	K to K 2
37 R to Q Kt 8	K to Q 3 (?) (F)
38 Kt to K 8 ch (!)	K to B 4
39 P to B 3 (!) (G)	P to Q 5 dis. ch
40 R t. B	R t. R
41 P to Kt 4 ch	K to Q 4
42 R to Q 6, mate.	

(A) If Black intended to push on this Pawn he should have played it to B 4 at his last move. On consideration, he is afraid of the combination of Q at Kt 6 and K B, should he take the K P.

(B) A palpable oversight. By playing to B 2 he would have soon had a safe game.

(C) Best: moving K to R sq loses the exchange, and to Kt 2, Queen.

(D) He is mated if he take Knight.

(E) This loses the Knight. White, of course, is threatening mate by checking at R 7, R 8, and K 8, but this could have been prevented at a less cost by playing 28 B to Q 2.

(F) Of course the game is lost, but this move enables Mr. Winawer to win with an elegant finish.

(G) Mating by force.

Game 230, played on the 12th of June.

FRENCH GAME.

White.	Black.	White.	Black.
J. MORTIMER.	S. WINAWER.		
1 P to K 4	P to K 3	41 R to Q B 4	R to Q B 4
2 P to Q 4	P to Q 4	42 R to Q R 4	P to R 4
3 Q Kt to B 3	B to Kt 5 (?)	43 P to R 3	P to K 4
4 P to K 5 (?) (A)	P to Q B 4	44 P to B 4	P t. P
5 B to K 3	Q Kt to B 3	45 R t. P	R to K B 4
6 Q to Kt 4	P to K Kt 3	46 R to Q R 4	R to B 6 ch
7 B to Q Kt 5 (?)	Q to R 4 (B)	47 K to K 4	R t. P
8 B t. Kt ch	P t. B	48 R t. P	R t. P
9 B to Q 2	P t. P	49 R to R 6 ch	K to K 2
10 Q t. P	P to Q B 4	50 K to K 5	R to B 6
11 Q to R 4	B to R 3	51 R to R 7 ch	K to B sq
12 Kt to Kt sq (?) (C)	Q to Kt 4	Resigns. (F)	
13 P to Q B 4 (?) (D)	B t. B ch		
14 Kt t. B	Q t. Kt P		
15 R to Kt sq	Q t. P ch		
16 K to Q sq	P t. P		
17 K Kt to B 3	Q to Q 4		
18 Q to K 4 (E)	Kt to K 2		
19 R to K sq	Castles K R		
20 Q t. Q	Kt t. Q		
21 Kt to K 4	K R to Q sq		
22 K to B sq	Kt to Kt 5		
23 Kt t. P	Kt to Q 6 ch		
24 Kt t. Kt	P t. Kt		
25 K to Q 2	B to B 5		
26 R to Kt 2	B to Q 4		
27 R to K 3	Q R to Kt sq		
28 R t. R	R t. R		
29 R t. P	B t. Kt		
30 R t. B	R to Kt 7 ch		
31 K to K 3	R t. R P		
32 R to B 4	R to R 6 ch		
33 K to Q 2	P to Q R 4		
34 K to B 2	K to Kt 2		
35 K to Kt 2	R to Q 6		
36 K to B 2	R to Q 4		
37 R to Q R 4	K to B 3		
38 P to Kt 3	R to Q Kt 4		
39 K to Q 3	K to K 4		
40 R to K 4 ch	K to Q 3		

(A) White should change the Pawns, and no possible good could accrue from Winawer's premature sortie of the Bishop. Advancing the Pawn is the primary cause of White's subsequent difficulties.

(B) Mr. Mortimer does not understand the principles of the close game. He is now in a very bad way.

(C) White's game is difficult, and he is subject to an annoying attack, but this move is about the worst he could select. 11 Q to Kt 4, with a view of playing K Kt to K 2, seems to give the best chances of success.

(D) 13 B t. B is far less disastrous.

(E) White is impatient for his fate. Changing Queens can only add to the certainty and speed of his end.

(F) This is one of the worst games played by Mr. Mortimer throughout the Tournament.

SECTION X.

BIRD'S GAMES.



THE NOTES TO THE GAMES IN THIS SECTION

ARE BY H. E. BIRD.

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PRINCETON UNIVERSITY

B I R D ' S G A M E S .

Game 221, played on the 27th of April.

GIUOCO PIANO.

White.	Black.
H. E. BIRD.	S. WINAWER.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Q B 4	B to Q B 4
4 P to Q B 3	Kt to K B 3
5 P to Q Kt 4 (A)	B to Q Kt 3
6 P to Q 3	P to Q 3
7 P to Q R 4	P to Q R 4 (B)
8 P to Q Kt 5	Kt to K 2
9 Castles (C)	Kt to Kt 3
10 B to K 3 (D)	P to Q 4
11 P t. P	B t. B (E)
12 P t. B	Kt t. P
13 Q to Q Kt 3	B to K 3
14 B t. Kt	B t. B
15 P to Q B 4	B to K 3
16 Q Kt to Q 2	Q to K 2
17 P to Q 4	P to K B 3
18 Kt to K 4	P to Q Kt 3
19 P to Q 5	B to K B 2
20 Kt to K Kt 3	Q to Q 2
21 Q R to Q sq	Kt to K 2
22 Kt to K R 4	Castles K R
23 P to K 4	Kt to Q B sq
24 P to Q B 5	P t. P
25 R to Q B sq	P to K Kt 3 (F)
26 R t. K B P	Q to K 2
27 Q R to K B sq	Kt to Q 3
28 Q to K 3	Kt to K sq
29 Q to K Kt 5	Kt t. R
30 Kt fr. Kt 3 to B 5	Q to Q sq
31 Kt to R 6 ch	K to R sq
32 R t. Kt	B to Kt sq
33 Kt t. B	K t. Kt
34 R t. P ch	P t. R
35 Q t. P ch	K to R sq
36 Q to R 5 ch	K to Kt sq
37 Q to Kt 4 ch	

Drawn game.

(A) I am the only player who has yet ventured upon this line of play in the Giuoco Piano. Until quite recently Zukertort, Steinitz,

Blackburne, and all the book authorities were unanimous in condemning the advance of the Pawns on Queen's side as premature and unsound. Deep and profound, in some cases all but exhaustive, analysis has somewhat narrowed the choice of Openings at Chess, and the question, therefore, of the validity or otherwise of this form of the Giuoco Piano must be of considerable interest and importance to all who do not wish to be confined continually in their choice of Openings. I cannot venture my opinion in favour of this Opening abstractedly as equal in value to that of any one of the great authorities objecting to it, but I recommend the student to examine the positions I obtained in the following games, at any move he may select:—Bird *v.* Zukertort, 29th move of White; Bird *v.* Englisch, 26th move of White; Bird *v.* Rosenthal, 26th move of White; Bird *v.* Winawer, 25th move.

(B) Zukertort prefers P to Q R 3.

(C) I sometimes play Q to Q Kt 3, R to Q R 2, &c.

(D) Against Englisch I played B to K Kt 5.

(E) This is, I think, justly considered premature.

(F) A very ingenious, not to say artful, move; whether perfectly sound is another question. White considered the consequences of R t. K B P, and, notwithstanding Winawer's plans, determined to do it. R t. Q B P would, however, have been sounder play. White could soon after have won P at Q B 2, and the game then would be indefensible for Black.

Game 222, played on the 28th of April.

SICILIAN.

White.	Black.	White.	Black.
S. WINAWER.	H. E. BIRD.		
1 P to K 4	P to Q B 4 (A)	46 R to K 2	P to K 5 ch (!)
2 Kt to Q B 3	P to K 3 (B)	47 K to Q 2	R t. P
3 Kt to K B 3	Kt to Q B 3	48 B to K 7	R to Kt 8
4 B to Q Kt 5 (?)	Kt to Q 5	49 B to Kt 5	R to Kt 6
5 Castles	Kt to K 2	50 K to B 2	R to Q R 6
6 Kt t. Kt	P t. Kt	51 K to Q sq	P to K 6
7 Kt to Q Kt sq (C)	P to Q R 3	52 R to Q B 2	K to K 5
8 B to K 2	P to Q 4	53 K to K 2	R to R 8
9 P to Q 3	B to Q 2	54 R to B 6	R to R 7 ch
10 P t. P	Kt t. P	55 K to K sq	K to B 6 (!)
11 B to K B 3	B to Q B 3	56 B t. P	B t. B
12 Kt to Q 2	B to K 2	57 R to B 6 ch	B to B 5
13 R to K sq	Q R to Q B sq	58 K to Q sq	R to Q 7 ch
14 Kt to Q B 4 (D)	Castles	59 K to K sq	R to K Kt 7
15 B to Q 2	P to Q Kt 4	60 K to B sq	R to Kt 5
16 B to Q R 5	Q to Q 2 (E)	61 R to Q R 6	K to Kt 6
17 Kt to K 5 (F)	Q to Q Kt 2	62 P to R 5	P t. P
18 P to Q B 4	P t. P e.p.	63 K to Kt sq	K to B 6 ch
19 P t. P	B to K B 3	64 K to B sq	P to R 5
20 P to Q B 4	Kt to K 2	65 R to Q R 2	P to R 6
21 Kt t. B	Kt t. Kt	66 R to B 2 ch	K to K 5
22 QR to Q Kt sq (G)	Q to Q 2	67 R to K 2 ch	B to K 6
23 B t. Kt	Q t. B	68 R to K R 2	R to Kt 8 ch
24 P t. P	P t. P	69 K to K 2	R to Kt 7 ch
25 Q to Kt 3	Q to Q B 7	Resigns. (a)	
26 K to B sq	P to K Kt 3		
27 Q t. Q	R t. Q		
28 R to K 2	K R to Q B sq		
29 R t. P	R t. R		
30 K t. R	R to B 7 ch		
31 K to K 3	R t. R P		
32 R to Kt 8 ch	K to Kt 2		
33 B to Kt 4	B to K 4		
34 B to B 8 ch	K to B 3		
35 R to Q Kt sq	B to Q Kt 7		
	(!) (H)		
36 P to R 4	P to R 4		
37 P to Q 4	K to B 4		
38 P to B 3	P to B 3		
39 R to K Kt sq (I)	P to K 4		
40 P to Kt 4 ch	K to K 3		
41 P t. K P	P t. K P		
42 K to Q 3	B to Q 5		
43 R to K R sq	P t. P		
44 P t. P	K to Q 4 (!) (J)		
45 R to K sq	R to K Kt 7		

(A) The Sicilian reply of P to Q B 4 to P to K 4 has probably undergone more vicissitudes in regard to its estimation and appreciation than any other form of defence. In 1851, when the Great Exhibition London Tournament was commenced, it was entirely out of favour, but its successful adoption on so many occasions by Anderssen, the first prize winner, entirely restored it to confidence. Its rejection by Morphy in 1857-8, and by Steinitz in 1862, caused it again to lapse in consideration as not being a perfectly valid and reliable defence. Its fortunes have ever since continued in an unsettled state. Staunton (three weeks before his death), dining with Kolisch and myself, pronounced it to be quite

trustworthy, and on the same day Lowenthal expressed a similar opinion. Baron Kolisch, who has a vivid recollection of the meetings, concurs in these views.

(B) I now rather prefer Kt to Q B 3, followed by 3 P to K Kt 3, and 4 B to K Kt 2. See Bird v. Blackburne, Bird v. Englisch, and Bird v. Mackenzie.

(C) Curious play, but Winawer never moves unadvisedly; doubtless he required King's second for his Bishop.

(D) Commencement of a long combination, with the hope of winning the exchange by Kt to Kt 6, with the option also of playing to King's fifth.

(E) Well calculated.

(F) If White B t. Kt, Black of course replies Q t. B, threatening mate.

(G) This part of the game is interesting and well played on both sides.

(H) A very good move on the part of Black which materially influences the subsequent course of the game.

(I) P to Kt 4 would now be mate.

(J) Black has now attained a winning position, I believe, against the best play.

(a) The end-game from the 44th move has been very finely played by Mr. Bird.—EDITOR.

Game 223, played on the 3rd of May.

RUY LOPEZ.

White.	Black.	White.	Black.
H. R. BIRD.	J. MONTIMER.		
1 P to K 4	P to K 4	23 Kt to K B 3	Q to Q B 2
2 Kt to K B 3	Kt to Q B 3	24 Q to K 2	K R to Q sq
3 B to Q Kt 5 (A)	Kt to K B 3	25 B to Q Kt 3	K to R sq
4 Q to K 2	B to Q B 4	26 Kt to K R 4	Kt to K R 3
5 P to Q B 3	Castles	27 P t. P	R P t. P
6 Castles	P to Q R 3	28 B to K 6	Kt to Q 3
7 B to Q R 4	P to Q Kt 4	29 Q to K 3	Kt to Q Kt 2
8 B to Q B 2	P to Q 3	30 P to K Kt 4	Q to K 2
9 P to Q 3	B to K Kt 5	31 Kt to K B 3	Kt to K B 2
10 P to K R 3	B t. Kt	32 R t. R	R t. R
11 Q t. B	Kt to K 2	33 R to B 2	Kt fr. Kt 2 to Q sq
12 B to K 3	Kt to K Kt 3	34 B to Q Kt 3	Q to Q 3
13 B t. B	P t. B	35 R to Kt 2	P to K R 3
14 P to K Kt 3	Q to Q 2	36 P to K R 4	Q to K 2
15 K to R 2	Kt to K sq	37 K to Kt 3 (C)	Kt to Q 3
16 P to Q R 4	P to Q B 3 (B)	38 P to K Kt 5	P to B 5
17 Kt to Q 2	Kt to Q 3	39 P t. Q B P	P t. Q B P
18 Kt to Q Kt 3	Kt to Q Kt 2	40 B to B 2	Kt fr. Qsq to B2
19 Q to K Kt 2	Q to Q sq	41 K to R 2	Q to Q R 2
20 P to K B 4	P to K B 3	42 Q to Q 2	R to Q sq (?)
21 P to K B 5	Kt to K R sq	43 P to K Kt 6 (D)	R to Q 2
22 Kt to Q 2	Kt to K B 2	44 P t. Kt	Kt t. P

White.	Black.
45 Q to K 2	Kt to Q 3
46 P to Q Kt 3	Q to R 6
47 P t. P	Q t. P
48 Q to Q 3 (P) (E)	Q t. Q
49 B t. Q	Kt t. B P (F)
50 R to Q 2	Kt to K 6
51 P to R 5	K to R 2
52 B to K 2	R t. R
53 Kt t. R	Kt to B 7
54 B to Kt 4	P to Kt 3
55 K to Kt 3	Kt to Q 5
56 P to B 5	P t. P
57 B to Q 7	K to Kt 2
58 K to R 4	K to B 2
59 K t. P	K to Kt 2
60 B to Kt 4	K to R 2
61 B to Q sq	Kt to K 3
62 Kt to Kt 3	Kt to B 5 ch
63 K to Kt 4	K to Kt 3
64 B to B 2	P to R 4 ch
65 K to R 4	K to R 3
66 Kt to R 5	Kt to K 3
67 Kt to Kt 7	Kt to Q 5
68 B to Q sq	P to B 4
69 Kt to Q 6	P t. P
70 Kt t. P	Kt to B 4 ch
71 K to R 3	Kt to Q 5
72 K to Kt 2	K to Kt 3
73 Kt to Q 6	P to R 5
74 B to Kt 4	K to Kt 4
75 B to Q 7	K to B 5
76 B to K 8	P to K 5
77 Kt t. P (G)	K t. Kt
78 K to R 3	K to Q 4
79 B t. P ch	

Drawn game.

(A) The Ruy Lopez, in the

opinion of many old players, notably Staunton, Buckle, Cochrane, and Kolisch, has never been considered as a magnanimous Opening. I have not played it since my match with Wisker in 1873. In the present instance it was a lapse, or I should not have done so against so chivalrous an opponent as Mr. Mortimer.

(B) Black could not, of course, play P to K B 4 now, for White could take it, opening attack upon the undefended Queen's Rook.

(C) Over-refining. P to K Kt 5 was obviously the proper continuation of the attack.

(D) This move, which wins a piece, should in this position be decisive.

(E) Bad Chess in many respects. B to Q R 4 should have been played. Black being a piece behind cannot afford to lose the Bishop's Pawn, and to have to defend it is nearly equally prejudicial.

(F) Mr. Mortimer at this stage is playing much better than his opponent. He now has two Pawns for his piece and a better position.

(G) The end-game has been exceedingly well played by Mr. Mortimer. White acts wisely in securing the draw at once.

Game 224, played on the 5th of May.

BISHOP'S GAMBIT.

White.	Black.	White.	Black.
J. MORTIMER.	H. E. BIRD.		
1 P to K 4	P to K 4	5 Q to B 3 (B)	Kt to Q B 3
2 P to K B 4	P t. P	6 P to K Kt 3	Q to K B 3
3 B to Q B 4	Q to R 5 ch	7 Q t. P	Kt to Q 5
4 K to B sq	P to Q 3 (A)	8 B to Kt 3	B to K 3
		9 Kt to Q B 3	P to K R 4

White.	Black.
10 P to Q 3	P to K R 5
11 Q t. Q	Kt t. Q
12 K to Kt 2	B t. B
13 B P t. B	Kt to B 7 (C)
14 R to Kt sq	Kt to K 8 ch
15 K to B sq	P t. P (!) (D)
16 P t. P (E)	R t. R
17 B to Kt 5 (?) (F)	R t. Kt ch (!)
18 K t. R	Kt to B 6 ch
19 K to B 2	Kt t. B
20 K to K 3	K to Q 2
21 P to Q 4	R to K sq
Resigns.	

(A) This move—P to Q 3—I adopted with much success in America in 1877. Although it is not recommended in the works of any of the leading authorities on the Openings, it has stood the test of practice well, and I believe is better than P to K Kt 4, the move usually played in the magnificent games of Anderssen, Harrwitz, Lowenthal, Kieseritzky, and other great masters who were most partial to the unrivalled Bishop's Gambit Opening.

(B) Kt to Q B 3 is justly considered the best move at this point, as it at once threatens to go to

Q 5—a formidable square. Kt to K B 3, or P to Q 4, are also frequently played, the order of them being varied. The move in the text—Q to K B 3—has the sanction of Staunton, and has been regarded as free from objection by other leading authorities. With due respect, however, I do not regard it as perfectly satisfactory. The Bishop's Gambit is rarely ventured in Tournaments or great games, being an Opening of a dangerous and decisive character. Out of 283 games in the Vienna Tournament of last year there was only one example of it.

(C) Our talented and at times brilliant opponent failed to see the full effects of this move, fearing the loss of a Pawn only. It will be seen upon examination that there is no valid reply to Black's combination.

(D) Threatening P to Kt 7 to win Rook and make a Queen.

(E) Deplorable as this is there appears nothing better.

(F) Absolutely fatal, but in any case Black has a winning superiority.

Game 225, played on the 8th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
A. B. SKIPWORTH.	H. E. BIRD.		
1 Kt to K B 3	P to K B 4 (A)	11 P to K Kt 3	B to K 2
2 P to K 3	P to K 3	12 Kt to K R 4	Q to K R 3
3 B to K 2	Kt to K B 3	13 Kt to K Kt 2	Kt to Q sq
4 P to Q B 4	P to Q Kt 3	14 P to K B 3	P to Q 4 (B)
5 Castles	B to Q Kt 2	15 R to Q B sq	P to Q B 3
6 P to Q Kt 3	B to Q 3	16 P to Q B 5	Kt to K B 2
7 B to Q Kt 2	Castles	17 P to K B 4	Kt to Q 2
8 P to Q 3	Kt to Q B 3	18 P to Q Kt 4	P to K Kt 4
9 Q Kt to Q 2	Q to K sq	19 Q to Q Kt 3	K R to Q Kt sq
10 P to Q 4	Q to K Kt 3	20 Q to Q B 3	(C) Kt to K B 3

v

White.	Black.
21 P to Q R 4	Kt to Q 2
22 P to Q Kt 5 (I) (D)	P t. Q B P
23 Q P t. P	B to K B 3
24 Q to B 2	P t. K B P
25 Kt P t. P	K to R sq
26 Kt to K B 3	R to K Kt sq
27 P t. P	B t. P
28 B to Q Kt 5	R t. Kt ch (?)
	(E)
29 K t. R	Q B t. B
30 B t. B ch	Kt t. B
31 P t. B	Kt to K 5 (?) (F)
32 Q to Kt 2 ch	P to Q 5 (?) (G)
33 Q t. P ch	K to Kt sq
34 R to K Kt sq	R to Q sq
35 Q to Kt 2	P to K 4
36 K to R sq ch	K to B sq
37 P to Q B 6	Q to K R 4
38 Q to K Kt 2	K to K 2
39 P to Q B 7	R to Q B sq
40 P t. P	P to K R 3
41 K R to K B sq	Q to K Kt 5 (H)
42 Q to Q Kt 2	Q to K R 6
43 Q to Kt 4 ch	K to K sq
44 Q to K sq	P to K R 4
45 Kt to K Kt sq	Q to Kt 5
46 R to K B 4	Q to Kt 3
47 Kt to B 3	Q to K 3
48 Kt to Q 4	Q to Q 4
49 K to Kt sq	Kt t. P
50 R t. P	K to Q 2
51 K to B sq	Kt to Q 3
52 R to Kt 5	R to B sq ch
53 K to Kt sq	Kt to K 5
54 P queens ch	R t. Q
55 R t. R (I)	Kt t. R
56 Q to Kt 3	Kt to B 6 ch

White.	Black.
57 Kt t. Kt	Kt t. Kt ch
58 K to B 2	K t. R
59 Q t. Kt	Q t. P

Drawn game.

(A) This move has not been adopted as a reply to Zukertort's invention before. It has the merit of stopping P to K 4.

(B) Kt to K B 2 would have been better.

(C) P to Q R 4 was tempting in many respects, but scarcely so sound as the move made.

(D) Mr. Skipworth played here with spirit and determination. I had to exercise much care to avoid disaster on the Queen's side.

(E) An unsound sacrifice, though well intended. Q R to Q B sq was the proper move.

(F) Random play.

(G) I intended to play P to K 4, but Knight would take, and in reply to R to Kt sq ch. Knight interposing at Kt 6 would be double check and mate.

(H) This move materially improves Black's prospects.

(I) A mistake. Mr. Skipworth should have checked with the other Rook at Kt 7. King must go to Queen's square; then Rook would take Rook, checking, and should win.

Game 226, played on the 10th of May.

ENGLISH OPENING.

White.	Black.	White.	Black.
H. E. BIRD.	A. B. SKIPWORTH.		
1 P to Q B 4	P to K 3	6 Kt to B 3	Q Kt to Q 2
2 Kt to Q B 3	Kt to K B 3	7 R to Q B sq	P t. P
3 P to Q 4	P to Q 4	8 B t. P	Kt to Q Kt 3 (A)
4 B to K Kt 5	B to K 2	9 B to Q 3	K Kt to Q 4
5 P to K 3	Castles	10 B t. B	Q t. B
		11 Castles	Kt t. Kt

White.	Black.
12 P t. Kt	Kt to Q 2
13 R to Kt sq	P to Q Kt 3
14 P to K 4	B to Kt 2
15 R to K sq	P to K 4
16 Q to Q R 4	P to Q B 3
17 P to K R 3	K R to Q sq
18 R to K 3	P to Q B 4
19 P to Q 5 (B)	Kt to K B sq
20 P to Q B 4	R to Q 3
21 Kt to R 2	B to B sq
22 Kt to B sq	R to R 3
23 R to Kt 3	Q to R 5
24 Kt to K 3	R to K B 3
25 R to K B sq	B to Q 2
26 Q to Q sq	R to K sq
27 Kt to B 5	B t. Kt
28 P t. B	P to K R 4 (C)
29 R to K 3	P to K 5
30 P to K B 4 (!) (D)	R t. P
31 B t. P	P to Kt 3 (E)
32 Q to B 3	R to B 3
33 K to R 2 (!)	R to Q 3
34 P to B 5	Q to B 3
35 P to Kt 3	Kt to Q 2
36 Q to K 2	Q to Q 5
37 R to Q sq	Q to K 4
38 R (Q sq) to Q 3	Q to K Kt 2
39 P t. P	P t. P
40 B to Kt 2	R t. R

White.	Black.
41 R t. R	R to K B 3
42 R to K 7	R to B 2
43 P to Q 6	Kt to B 3
44 Q to K 6 (F)	K to B sq (?)

Mate in two moves.

(A) Of doubtful policy. The Knight is seldom in strong play here unless in anticipation of an end-game.

(B) White after this has an advantage, his passed Pawn at Q 5 being calculated to turn the balance in his favour.

(C) Apprehensive of Rook to Kt 4, Q to Q 5 would not be good, for Black Queen would get into difficulties, and the King's Pawn would have to be sacrificed to extricate her.

(D) A capital move, which, with careful and good play, afterwards determined the victory in White's favour.

(E) Compulsory; if Rook moved, then B to R 7 ch would win the other Rook.

(F) Conclusive. White now threatens to win in a variety of ways.

Game 227, played on the 11th of May.

SICILIAN.

White.	Black.	White.	Black.
DR. NO. 1	H. E. BRAD.		
1 P to K 4	P to Q B 4	13 Castles K R	B to K 2
2 Kt to K B 3	P to K 3	14 Q R to K sq	Kt to B 4
3 P to Q 4	P t. P	15 B to K 2	P to K R 4 (B)
4 Kt t. P	Kt to K B 3	16 Q to R 3	B to Kt 2
5 Kt to Q B 3	B to Kt 5	17 P to Q Kt 4	Kt to Q 2
6 B to Q 3	Kt to B 3	18 P to R 3	P to Q B 4
7 Kt t. Kt	Kt P t. Kt	19 P t. P	B t. P ch (C)
8 B to Q 2	P to Q 4	20 K to R sq	B to B 3
9 P to K 5	Kt to Q 2	21 B to Q 3	B t. P (!) (D)
10 Q to Kt 4	B to B sq	22 B t. Kt P (!)	Kt to B 4
11 P to B 4	Q R to Kt sq	23 B t. R P	K to Q 2
12 P to Q Kt 3	P to Kt 3 (A)	24 P to B 5	Q to Kt sq
		25 Kt to K 2	B to Kt 5

White.	Black.
26 B t. B	R t. B
27 Kt to B 4	Q to Kt 4 (E)
28 P t. P ch	P t. P
29 Kt t. K P (!) (F)	Kt t. Kt
30 R to B 7 ch	K to Q sq
31 Q t. Kt	R to R 3
32 R to B 6	B to Q 2
33 Q to Q 6	R t. R
34 Q t. R ch	Q t. Q
35 P t. Q	R to K B 5
36 P to B 7	B to K 3 (?)
37 P to Kt 3	Resigns.

(A) R to Q Kt 5 could have been played here, I think, with advantage.

(B) This move was considered bad as tending to compromise Black's position on King's side.

(C) Kt t. P was, perhaps, safer play.

(D) Overlooking that White could safely take Knight's Pawn with Bishop. Q to K 2 was the proper move. White would probably then have hesitated to lose his Queen's Rook's Pawn and Black would gain important time.

(E) A serious slip, forgetting that he was withdrawing a necessary defence from his King's Pawn. Black's intention had been to take Knight with Rook first, and then to play Q to Kt 4. If:

27	R t. Kt
28 R t. R	Q to K Kt 4
29 R to K R 4	P to Q 5

Black's attack appears irresistible. P t. P ch for White is useless.

(F) After Black's mishap, White finishes off the game in excellent style.

Game 228, played on the 17th of May.

SICILIAN.

White.	Black.	White.	Black.
A. SELLMAN.	H. E. BIRD.		
1 P to K 4	P to Q B 4	21 Q to Q sq	K R to Q sq
2 Q Kt to B 3	Q Kt to B 3	22 Q to B 2	B to Kt 4
3 Kt to B 3	P to K 3	23 R to Q Kt sq	Q to B 3 (G)
4 P to Q 4	P t. P	24 R to Q sq	R t. R ch
5 Kt t. P	Kt to B 3	25 B t. R	R to Q sq
6 K Kt to Kt 5 (A)	P to Q 3	26 Castles	R to Q 7
7 B to K B 4 (B)	P to K 4	27 Q to Kt sq	Kt to B 4
8 B to Kt 5 (?) (C)	P to Q R 3	28 B t. Kt	Q t. B ch
9 Kt to R 3	B to K 3	29 K to R sq	Q to K 6
10 Kt to Q 5	B t. Kt	30 B to B 3	P to K Kt 3
11 B t. Kt (P) (D)	Q to R 4 ch	31 Q to B sq	Q to Kt 3
12 P to B 3	B t. K P	32 B to Kt 2	P to B 3
13 Kt to B 4	Q to B 2	33 Q to K sq	Q t. Kt P
14 B to R 4	P to Q 4	34 R to K Kt sq	Q t. B P
15 P to B 3	P t. Kt	35 Q to Kt sq	Q to Kt 7
16 P t. B	B to K 2	36 Q to K B sq	Q to Q 5
17 B to B 2	Kt to Q sq (E)	37 Q to B 3	Q to B 7
18 Q to Q 5	R to Q B sq	38 Q to Kt 4	K to B 2
19 B to K 2	Kt to K 3	39 Q to R 3	K to Kt 2
20 P to K Kt 3	Castles (F)	40 R to K B sq	Q t. B ch
		41 Q t. Q	R t. Q

White.	Black.
42 K t. R	P to B 6 (!)
43 R to B 2	B to Q 7 (!)
Resigns.	

(A) As observed in note to Blackburne and Mortimer, it is not now, as formerly, considered necessary to play P to Q R 3 to prevent this move.

(B) This was played by Morphy against Anderssen in the celebrated game published in *Chess Masterpieces*.

(C) B to Kt 3, with the view of P to B 4, appears to me to be the proper continuation.

(D) A miscalculation. White loses a Pawn besides getting an inferior position by this injudicious move.

(E) Very potent, as King's third will be a fine square for the Knight, and Black's Pawn at Queen's Bishop's fifth is rendered safe.

(F) White's Queen is now in danger.

(G) Intending P to K B 4.

Game 229, played on the 31st of May.

FRENCH GAME.

White.	Black.
H. E. BIRD.	A. SELLMAN.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 Kt to Q B 3	Kt to K B 3
4 B to K Kt 5	B to K 2
5 B t. Kt	B t. B
6 Kt to B 3	Kt to B 3
7 P to K 5	B to K 2
8 P to Q R 3 (A)	Castles
9 B to Q 3	P to K B 4 (B)
10 P to K R 4	Q to K sq
11 Kt to K 2	Kt to Q sq
12 P to B 4 (C)	P to B 3
13 Kt to B 4	P to Q Kt 3.
14 R to Q B sq	Q to Q 2
15 Q to Q R 4 (!)(D)	P t. P
16 Q t. P	B to Q Kt 2
17 Q to Kt 3	P to B 4
18 B to B 4	K to B 2 (?)
19 P to Q 5 (!)(E)	P t. P (?)
20 P to K 6 ch	Kt t. P
21 Kt to K 5 ch	Resigns.

(A) I consider this the best and most interesting way of continuing against the French Defence. Playing against Noa I moved B to Q 3, omitting the precautionary move of P to Q R 3. He replied with Kt to Q Kt 5 and P to Q B 4, which materially facilitated his development.

(B) P to K B 3 is very much better.

(C) Rightly played. Black could not well play his intended move of P to Q B 4.

(D) Threatening P t. P, and if Bishop's Pawn retook, then Q t. Q, and R to B 7, winning a piece.

(E) This move is tolerably decisive, play as Black may; taking the Pawn, however, is immediately fatal.

Game 230, played on the 7th of June.

BISHOP'S GAMBIT.

White.	Black.
J. MORTIMER.	H. E. BIRD.
1 P to K 4	P to K 4
2 P to K B 4	P t. P
3 B to B 4	Q to R 5 ch
4 K to B sq	P to Q 3
5 Kt to K B 3	Q to R 4
6 P to K R 4 (A)	KttoKB3(B)
7 Kt to B 3	B to K Kt 5
8 P to Q 4	Kt to B 3
9 B to Kt 5	Castles
10 B t. Kt	P t. B
11 B t. P	P to Q 4 (C)
12 Q to Q 3 (!)(D)	B t. Kt (E)
13 P t. B	P t. P
14 P t. P	R t. P (!)(F)
15 Q t. R	Q to B 6 ch
16 Q to B 2 (G)	Q t. R ch
17 K to K 2	Q t. R (H)
18 Q t. P	Kt to K sq (I)
19 Kt to Q R 4 (!)(J)	Q to R 8
20 Kt to Kt 6 ch	P t. Kt (K)
21 Q to Kt 8 ch	K to Q 2
22 Q to Kt 7 ch	K to K 3
23 Q t. B P ch (?)(L)	Kt to Q 3
24 B t. Kt	Q to Kt 7 ch
25 K to K 3	Q to Kt 8 ch
26 K to Q 2	Q to Q 5 ch
27 K to B sq	B t. B
Resigns.	

(A) I do not recollect to have observed this move at this point before in an important contest; it appears, moreover, worthy of attention, and, I think, strong; it compels Black to play P to K Kt 4 at once if he intends to attempt to keep the Gambit Pawn, and this deprives him of a numerous choice of moves which he might otherwise select.

(B) Black preferred not to attempt to maintain the Gambit Pawn.

(C) In a position fairly developed, as Black's is, I doubt the prudence of this, which appears to lose important time, unless a definite object was sought to be obtained by it.

(D) Correctly played.

(E) It was essential to take the Knight now, as otherwise it would go to K 5 and be very embarrassing to Black.

(F) Good and sound play, I believe.

(G) Black calculated on White playing to Kt sq, losing the Bishop and not the Rook; Black would then have obtained an equivalent in position for the sacrifice of a Rook for Bishop and Pawn.

(H) Black left himself open to considerable attack by taking the Queen's Rook.

(I) B to Q 3 was safer play; it is true that Black would lose his Rook, but he would remain with a Pawn ahead, and have his Queen first in play.

(J) A very forcible move.

(K) Had Black here played K to Q sq White could at least draw.

(L) A mistake; Q to B 8 ch would still draw.

23 Q to B 8 ch

If:

23 K to B 3

24 Q t. P ch K to K 2

if he interposes a piece he loses his Queen, and White draws by perpetual check.

Game 231, played on the 12th of June.

FRENCH GAME.

White.	Black.
H. E. BIRD.	DR. NOA.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 Q Kt to B 3	K Kt to B 3
4 B to K Kt 5	B to K 2
5 B t. Kt	B t. B
6 Kt to B 3	Castles
7 B to Q 3	Kt to B 3
8 P to K 5	B to K 2
9 Castles (A)	Kt to Kt 5
10 B to K 2	P to Q B 4
11 K to R sq	Kt to B 3
12 P t. P	B t. P
13 B to Q 3	P to Q Kt 3
14 P to Q R 3	B to Kt 2
15 P to Q Kt 4	B to K 2
16 P to Kt 5	Kt to Kt sq
17 K Kt to Kt sq	Q to B 2
18 Q to K sq	Kt to Q 2
19 P to B 4	Q R to B sq
20 Q Kt to K 2	Kt to B 4
21 Kt to K B 3	Kt t. B
22 P t. Kt	Q to B 7
23 P to Q 4	Q to R 5
24 Kt to Kt 3	Q t. Kt P (B)
25 P to B 5	P t. P
26 Kt t. P	Q to Q 2
27 Kt (B 3) to R 4 (C)	P to Kt 3
28 Q to Kt 3	B t. Kt
29 Q t. B (!) (D)	P t. Kt
30 Q to Kt 5 ch	K to R sq
31 Q to B 6 ch	K to Kt sq
32 R t. P	K R to K sq
33 R to Kt 5 ch (E)	K to B sq
34 R to K B sq (?) (F)	Q to K 3
35 Q to Kt 7 ch	K to K 2
36 Q t. P	R to K R sq
37 Q to Q 3	R t. P ch (!)
38 K t. R	Q to R 3 ch
39 Q to R 3	Q t. R
40 Q to R 7	Q to Kt sq
41 Q to R 4 ch	K to K sq
42 R to B 5	Q to Kt 3
43 R to B 6	Q to Kt 2
44 R to R 6	R to B 7
45 R to R 8 ch	K to Q 2
46 Q to Q 8 ch	K to K 3 (!)

White.	Black.
47 Q to K 8 ch	K to B 4
48 Q to Q 7 ch	K to K 5
49 R to R 4 ch	K to K 6
50 Q to R 3 ch	K to Q 7 (G)
51 R to Kt 4	Q to B sq
52 R to K Kt 3	B to B sq (!)
53 Q to R 4	R to B 6
54 R to Kt 5	B to K 3
55 Q to B 2 ch	K to B 8
56 R to R 5	Q t. P
57 R to R 4	R to B 7
58 Q to K sq ch	K to Kt 7
59 R to B 4 (?) (H)	Q to R 6 ch

Resigns.

(A) P to Q R 3, as played by White in his previous game with Sellman, is the soundest move here.

(B) An imprudent capture: Black had hardly time for this.

(C) No advantage would accrue from playing P to K 6 here.

(D) Perfectly sound and fine play, sacrificing the Knight. With the best play White should win by force.

(E) Q R to K B sq should also win.

(F) Useless. Q to Kt 7 ch and P to K 6 is the line of play to win.

34 Q to Kt 7 ch K to K 2
 35 P to K 6 Q to Q B 3 (best)
 36 R to K B sq R to K B sq
 37 Q to B 6 ch K to K sq
 38 R to Kt 8, wins.

(G) Black has now worked his King into safety, and from this point plays beautifully to the finish.

(H) This blunder concludes the contest at once, but in no case could White much longer resist the heavier forces.

Game 232, played on the 18th of June.

RUY LOPEZ.

White.	Black.	White.	Black.
S. WINAWER.	H. E. BIRD.		
1 P to K 4	P to K 4	42 P to Kt 5	P t. P]
2 K Kt to B 3	Q Kt to B 3	43 K t. P	P to Kt 5
3 B to Kt 5	Kt to Q 5 (A)	44 Kt t. P ch	K to Q 2
4 Kt t. Kt	P t. Kt	45 Kt to K 2	K to K 2
5 Castles (B)	P to K R 4 (C)	46 Kt to Kt 3	B to K 6
6 B to B 4	B to B 4	47 Kt to K 4	K to B 2
7 Q to B 3 (D)	Q to B 3	48 P to B 6	K to Kt 3
8 Q t. Q	Kt t. Q	49 P to Q 4	B to Kt 8
9 P to Q 3	P to Q 3	50 P to Q 5	P to K Kt 6
10 P to Q R 3	B to K 3	51 Kt t. P	B to R 7
11 P to Q Kt 4	B to Kt 3	52 K to K 6	B t. Kt
12 Kt to Q 2	P to B 3	53 P to B 7	Resigns.
13 B t. B	P t. B		
14 Kt to B 4	B to B 2		
15 B to Kt 5	P to Kt 4		
16 B t. Kt	P t. B		
17 Kt to Q 2	K to Q 2		
18 Kt to Kt 3	B to Kt 3		
19 P to K B 4	P to R 4		
20 P to B 5	P to K 4		
21 P to Q R 4 (E)	R P t. P		
22 R P t. P	P t. P		
23 R t. R	R t. R		
24 R to R sq	R to R 6 (F)		
25 K to B 2	P to Q 4		
26 K to B 3	K to B 3		
27 P to Kt 3	B to B 4		
28 P to R 3	P t. P ch		
29 K t. P	B to B sq		
30 P to Kt 4	P t. P		
31 P t. P	R t. R		
32 Kt t. R	B to R 3		
33 Kt to Kt 3	B to Kt 4		
34 Kt to R 5 ch	K to Kt 3		
35 Kt to Kt 3	K to B 3		
36 Kt to R 5 ch	K to Q 3 (G)		
37 Kt to Kt 7 ch	K to B 2		
38 Kt to B 5	K to Q 3		
39 Kt to Kt 7 ch	K to B 2		
40 Kt to B 5	K to B 3		
41 Kt to K 6 (H)	B to R 3		

(A) The very able Chess Editor of *The Field* has the courage to term this an inferior defence. With the greatest respect we beg to differ from him. Zukertort and Steinitz have, I believe, slightly wavered in their objections to it. The only other two specimens in the Tournament are Bird v. Mackenzie and Englisch v. Winawer.

(B) So far this is orthodox.

(C) To prevent Q to R 5.

(D) It is very unusual for White to challenge an exchange of Queens in this form of game. Q to K 2 is considered preferable to Q to K B 3.

(E) Kt P t. R P was perhaps better.

(F) R t. R and P to Q 4 was Black's proper play here. He should anticipate K to B 2 and B 3.

(G) The game is a decided draw by its nature. Black was wrong in making any attempt to win.

(H) Black's game is now lost.

SECTION XI.

MORTIMER'S, DR. NOA'S, SELLMAN'S, AND
REV. A. B. SKIPWORTH'S GAMES.



THE NOTES, WHERE NOT OTHERWISE SPECIFIED, ARE BY
THE EDITOR.

MORTIMER'S, NOA'S, SELLMAN'S, AND SKIPWORTH'S GAMES.

Game 233, played on the 20th of April.

IRREGULAR OPENING.

White.	Black.	White.	Black.
A. B. SKIPWORTH.	J. MORTIMER.		
1 P to Q B 4	P to K 4	31 R to Q R 4	Q R to Q 7
2 P to K 3	P to K B 4	32 R to K B sq	P to Q R 4
3 Kt to Q B 3	Kt to K B 3	33 R to K Kt 4 ch	K to B 4
4 P to Q R 3	B to Q B 4 (A)	34 R to K B 4 ch	K to K 4
5 P to Q 4	P t. P	35 P to Q Kt 4	R to Q R 7
6 P t. P	B to K 2	36 P t. P	P t. P
7 B to Q 3	P to Q 4	37 R to Q R 4	R fr. K 7 to Q B 7
8 Kt to K B 3	Castles	38 R t. P ch	K to Q 5
9 Castles	P to Q B 3	39 K to Kt 2	R to Q B 6
10 P t. P	P t. P	40 R to Q sq ch	K to B 5
11 Q to Q B 2	Q to Q 2	41 R to Q 6	R fr. B 6 t. P
12 B to K Kt 5	Kt to Q B 3	42 R t. R	R t. R
13 B to Q Kt 5	Q to Q 3	43 R t. P	K to Q 4
14 B t. Kt at K B 6	B t. B	44 R to K B 6	K to K 4
15 Kt t. P	Kt t. P	45 R to K B 8	K to K 3
16 Kt t. Kt	B t. Kt	46 P to K R 4	K to K 2
17 Kt to Q B 7	R to Kt sq	47 R to K B 4	Resigns.
18 Q to Q B 4 ch	K to R sq		
19 K R to Q sq	R to Q sq		
20 Kt to K 8	Q to K B 5		
21 Q to K B 7	P to K R 3		
22 B to Q B 4	B to K 3		
23 Q to K B 8 ch	K to R 2		
24 B t. B	R t. Kt		
25 Q t. P ch (B)	Q t. Q		
26 B t. Q ch	P to Kt 3		
27 B t. P ch	K t. B		
28 R t. B	R to K 7		
29 R to Q Kt 4	P to Q Kt 3		
30 P to K Kt 3	R to Q sq		

[The notes are by the Rev. A. B. Skipworth.]

(A) Black despises to treat this Opening with the customary caution, and the freedom of his position presently tells against him.

(B) Lively enough up to this point, and here I might have at once terminated the game thus :

25 B t. P ch	P to Kt 3
26 B t. P ch	K t. B
27 Q t. Q, winning.	

Game 234, played on the 30th of April.

FRENCH GAME.

White.	Black.
J. MORTIMER.	DR. NOA.
1 P to K 4	P to K 3
2 P to Q 4	P to Q 4
3 Kt to Q B 3	Kt to K B 3
4 P t. P	P t. P
5 B to Q 3	B to Q 3
6 Kt to B 3	Castles
7 Castles	P to B 3
8 Kt to K 2	Q to B 2
9 Kt to Kt 3	Kt to Kt 5(A)
10 Kt to R 4	P to K Kt 3
11 P to K B 4	P to K B 4
12 P to B 3	Kt to B 3
13 Kt to K 2	Kt to K 5
14 Kt to B 3	B to K 3
15 Kt to K 5	Kt to Q 2
16 R to B 3	Kt fr. Q 2 to B 3
17 B to Q 2	Q R to K sq
18 Q to B 2	R to K 2
19 Q R to K B sq(B)	R to Kt 2
20 B to B sq	K to R sq
21 R to R 3	R fr. B sq to K Kt sq
22 Kt to B 3	Kt to R 4
23 Kt to K 5	Q to Q sq
24 Q to Q sq	Q to K sq
25 Kt to B 3	P to K R 3
26 Kt to K sq	R to R 2
27 K to R sq(?) (C)	P to K Kt 4(D)
28 B t. Kt	Q P t. B
29 P t. P	P t. P
30 Kt to Kt 3(?) (E)	B t. Kt (!)
31 K to Kt sq (F)	B to B 2
32 P to B 4	P to B 5
33 R to Q B 3	B to B 4
34 P to Q Kt 4(?) (G)	Kt to B 3
35 B to Kt 2	P to K 6
36 Q to K 2	B to Kt 5
37 Q to Q 3	Q to R 4
38 P to K R 3	B t. P
Resigns. (H)	

(A) It is clear that this Knight cannot be dislodged, and Black has now the better game.

(B) Both sides have developed all their pieces before proceeding

with any attack. From this point all Black's efforts are directed to the advance of his King's Knight's Pawn and a direct attack on the King.

(C) This weak move enables Black to advance his Knight's Pawn with great advantage.

(D) Black now threatens to win at least the exchange and break up White's game by advancing the P to Kt 5 and 6.

(E) White has now no move to prevent decisive loss, but the one adopted is ruinous.

(F) White elects to give up the piece; taking the Bishop would lose a Pawn and the exchange, and leave him with a hopeless game.

(G) White here omitted to take his only chance of recovery, though it would not have availed against best play.

34 P to K Kt 4	P t. P e.p.
35 R t. B	P t. P ch
36 K to R sq	P to K 6 (!)

But for this move White would get out of his difficulties.

37 K R t. P	Kt to Kt 6 ch
38 R t. Kt	B t. R
39 Kt to Kt 2, or (A)	B to B 5
40 B t. B	P t. B
41 R t. P	R t. Kt, wins.

If:

41 R to K 5	Q to Kt 3, wins.
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A.

If:

39 Kt to B 3	P to Kt 5
40 Kt to K 5	B t. Kt
41 R t. B	P to Kt 6 (!), wins.

If:

39 R to B sq	Q to K 5 ch, wins.
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(H) White must sacrifice his Queen to avoid mate.

Game 235, played on the 4th of May.

ENGLISH OPENING.

White.	Black.	White.	Black.
A. B. SKIPWORTH.	DR. NOA.		
1 P to Q B 4	P to Q B 4	33 P t. P	P t. P
2 P to K 3	Kt to Q B 3	34 P to Kt 5	R P t. P
3 Kt to Q B 3	P to K 3	35 P t. P	P t. P
4 Kt to K B 3	Kt to K B 3	36 R t. P	R to K B 2
5 P to Q 4	P t. P	37 R to Kt 8 ch	K to Kt 2
6 P t. P	B to Kt 5	38 P to B 6	Q to K R 4
7 B to Q 3	P to Q 4	39 Q to K 5 ch	R to B 3
8 P to Q B 5	Kt to K 5	40 R to Kt 7 ch	Resigns. (E)
9 Q to B 2 (A)	P to B 4		
10 Castles	Castles	[The notes are by the Rev. A. B. Skipworth.]	
11 B to K B 4	P to K R 3 (B)	(A) I do not remember ever seeing this position as a variation of the English Opening.	
12 Kt to Q Kt 5 (I)	P to K Kt 4	(B) Preparatory to pushing on the Pawns. Had Dr. Noa seen and fathomed the combination in store for him he would first of all have taken off his opponent's Queen's Knight.	
13 B to Q B 7	Q to K B 3	(C) Purposely giving back the exchange, for the two Bishops would have been extremely troublesome, and I felt that I had a sufficiently strong position to win with the Pawns on the Queen's side.	
14 B t. Kt	B P t. B	(D) Threatening P to K 6, when the Rook would be <i>en prise</i> .	
15 Kt to K 5	Q to K Kt 2	(E) For if K to Kt 3, protecting the Rook, Black's Queen is lost by Q to K 8 ch, &c.; and if K to Kt sq, 41 Q t. Q P ch, and wins.	
16 Kt t. Kt	P t. Kt		
17 B to K 5	Q to K B 2		
18 Kt to B 7	R to Kt sq		
19 Kt t. Q P	K P t. Kt		
20 B t. R	B to Q R 3		
21 B to Q 6	R to K sq		
22 P to Q R 3 (C)	B t. R		
23 R t. B	B to Q R 4		
24 P to Q Kt 4	B to B 2		
25 B t. B	Q t. B		
26 P to Q R 4	P to Q R 3		
27 Q to K 2	Q to Q Kt 2		
28 R to Kt sq	R to Kt sq		
29 Q to K Kt 4	Q to K B 2		
30 P to K R 4	R to K B sq		
31 Q to Kt 3	Q to Kt 3 (D)		
32 R to Kt 3	R to B 5		

Game 236, played on the 4th of May.

IRREGULAR OPENING.

White.	Black.	White.	Black.
A. SELLMAN.	J. MORTIMER		
1 P to Q 4	P to K B 4	5 Kt to B 3	P to Q B 4
2 P to Q B 4	K Kt to B 3	6 B to Q 3	Q Kt to B 3
3 Q Kt to B 3	P to K 3	7 Castles	B to Q 3
4 P to K 3	P to Q 4 (?) (A)	8 P to Q Kt 3	Castles (B)
		9 B to Kt 2	P t. Q P

White.	Black.
10 K P t. P	P t. P
11 B t. P	Kt to K 2
12 P to Q 5 (!)	P t. P
13 Kt t. P	Kt t. Kt
14 B t. Kt ch	Kt t. B
15 Q t. Kt ch	K to R sq
16 Q R to Q sq	B to B 2
17 Q to B 4 (!)	B to Q 2
18 Kt to Kt 5 (!) (C)	Q t. Kt
19 R t. B	B t. P ch (D)
20 K t. B	Q R to B sq
21 Q to K 6	R to Q B 3
22 Q to K 7	Q to R 3 ch
23 K to Kt sq	R to Kt sq
24 K R to Q sq	Q R to B sq
25 R to Q 8	Q R t. R
26 R t. R	Q to Kt 3
27 Q to B 8 (!) (E)	Resigns.

(A) If Black chooses to adopt this Opening, which, in spite of Mr. Bird's fondness for it, I cannot

consider a favourable one, he should at least avoid playing P to Q 4, which leaves the King's Pawn very weak.

(B) Black plays the whole Opening as if he had not advanced his P to K B 4; the difference thereby in the position constitutes a radical defect, which becomes more apparent at every step.

(C) White has taken full advantage of the superiority of his position. Black's last move was forced, and to this there is no reply to save the game.

(D) This is mere desperation, but the piece cannot be saved except at the cost of the Queen for Rook and Bishop.

(E) Singularly decisive. Mate follows in two moves at most, however Black play.

Game 237, played on the 10th of May.

FRENCH GAME.

White.	Black.	White.	Black.
A. SELLMAN.	A. B. SKIPWORTH.		
1 P to K 4	P to K 3	20 K to B 2 (?)	Kt to K B 5
2 P to Q 4	P to Q Kt 3	21 R to K Kt sq	Kt t. Kt
3 B to Q 3	B to Q Kt 2	22 B t. Kt	Q to K B 5 ch
4 B to K 3	Kt to K B 3	23 B to B 3	Kt to B 3 (B)
5 Kt to Q 2	B to K 2	24 P to Q R 5	Kt t. Q P
6 Kt to K 2	P to Q 3	25 P t. Kt	B t. P
7 Kt to K Kt 3	Q Kt to Q 2	26 P to Q B 4	B t. B
8 Castles	P to K R 4	27 Kt t. B	P to K 5
9 P to K R 3	P to Q B 4	28 P t. P	P t. P
10 P to Q B 3	P to K R 5	29 Q t. P	R to Q 7 ch
11 Kt to K 2	Kt to K R 4	30 R to K 2	R t. R ch
12 P to K B 4	P to K 4	31 K t. R	P t. Kt ch
13 K B P t. P	Q P t. P (A)	32 K to Q sq	Q to Q 5 ch
14 B to Q B 4	B to K B 3	33 K to B 2	R to K R 3
15 Q to Q Kt 3	Q to K 2	34 Q to Q R 7	Q t. R (C)
16 P to Q 5	Castles Q R	35 Q to Q R 8 ch	K to Q 2
17 P to Q R 4	B to K Kt 4	36 Q to Kt 7 ch	K to K 3
18 R to K B 3	B t. B ch	37 Q to Q 5 ch	K to K 2
19 R t. B	Q to K Kt 4	38 Q to Kt 7 ch	K to B 3
		39 Q t. P ch	K to Kt 3

White.	Black.
40 Q to K 4 ch	P to K B 4
41 Q to K 6 ch	K to Kt 4
42 Q to K 7 ch	K to B 5
43 Q to Q B 7 ch	K to K 5
44 Q to K 7 ch	K to B 5
45 Q to Q B 7 ch	K to Kt 4
46 Q to K 7 ch	R to K B 3
47 Q t. P ch	R to Kt 3
48 Q to K 7 ch	K to B 5
49 Q to Q B 7 ch	K to K 5
50 Q to Kt 7 ch	K to K 4
51 Q to Q B 7 ch	R to Q 3
52 Q to K 7 ch	R to K 3
53 Q to Q B 7 ch	K to K 5
54 Q to Q Kt 7 ch	K to B 5
55 Q to B 3 ch	K to Kt 4
56 Q to Q 5	Q to K B 7 ch

Resigns.

[The notes are by the Rev. A. B. Skipworth.]

(A) This defence is rather a

novel one, and it is rarely that so lively a game is thus early brought about in this Opening.

(B) Preparing to make the game still more lively by sacrificing this piece next move. The examination of the variations consequent on this sacrifice occupied, I believe, nearly half-an-hour.

(C) This was hastily played. I might have won straight off as follows:

34 Q t. B P ch
35 K moves R to Q R 3,

and White cannot escape. The end-game as played was not an *easy win*, and many lookers-on thought that White would draw. It forms a not uninteresting study.

Game 218, played on the 14th of May.

FRENCH GAME.

White.	Black.	White.	Black.
A. SELLMAN.	DR. NOA.		
1 P to K 4	P to K 3	21 R to K 2	Q to Q sq
2 P to Q 4	P to Q 4	22 P to K B 3	Kt to Kt 4
3 P t. P	P t. P	23 Q R to K sq	Kt to R 2
4 K Kt to B 3	B to Q 3	24 P to Q B 4	Kt to B sq
5 B to Q 3	K Kt to B 3	25 P t. P	P t. P
6 Castles	Castles	26 Q to B 5 (D)	Q to Kt 3
7 Q Kt to B 3	P to Q B 3	27 Q t. P	B to K 3
8 Kt to K 2	Q to B 2	28 Q to Kt 5	Q to Q sq
9 Kt to Kt 3	B to K Kt 5	29 B to B 4	R (B 2) to K 2
10 P to K R 3	B to K 3	30 P to Q 5	B to B 2
11 Kt to B 5	Kt to K 5 (A)	31 P to Q 6	R to Q 2
12 Kt t. B	Q t. Kt	32 Q to B 5 (?)	B t. B (?) (E)
13 R to K sq	P to K B 4	33 Q t. B ch	K to R 2
14 Kt to K 5	Kt to Q 2	34 Q to B 3	R to K 3
15 B to K B 4 (!)	Q to Kt 5 (B)	35 Q to Q 3	R to B 2
16 Kt t. Kt	B t. Kt	36 Q to Q 5	R to Q 2
17 B to K 5	QR to Ksq (C)	37 K to R 2	Q to K sq
18 Q to B sq	P to K R 3	38 Q to Q 3	Kt to Kt 3 (F)
19 P to Q B 3	Q to Kt 3	39 Q t. P	K to Kt sq
20 Q to B 2	R to B 2	40 P to B 4	R to B 2
		41 Q to Q 3	Kt to R 5

White.	Black.
42 R to Q sq	Q to Q 2
43 P to Kt 4	P to Kt 4
44 P to B 5	R to K sq
45 R to Q B sq	Q to Q sq
46 Q to Q 5	K to B sq
47 K to Kt 3 (F)	Q to Kt 3
48 Q to B 5 (!)	Q t. Q
49 R t. Q	R to Q 2
50 R to B 7	R to K B 2
51 B to Kt 7 ch (!)	Resigns.

(A)

11 B t. Kt
 12 B t. B P to K Kt 3
 13 B to Q 3, is probably better for Black than giving up his King's Bishop.

(B) The Queen goes out of play

on this side of the board; Q to K 2 were slightly better.

(C) If:

17 Q t. Kt P
 18 R to Kt sq Q t. R P
 19 R t. P K R to Q sq
 20 Q to R 5, and White gets a strong attack, more than an equivalent for the Pawn.

(D) The result of Black's wasted moves is that he now loses a Pawn, with a bad game.

(E) 32 Kt to K 3 were far better, as White could not take the Queen's Rook's Pawn.

(F) To enable him to move Queen without suffering check from the Knight at Bishop's sixth.

Game 230, played on the 29th of May.

FRENCH GAME.

White.	Black.	White.	Black.
J. MORTIMER.	A. B. SKIPWORTH.		
1 P to K 4	P to K 3	24 B t. P	P to Q 5
2 P to Q 4	P to Q 4	25 P t. P	R t. P
3 Kt to Q B 3	Kt to K B 3	26 Q to B sq	K R to Q sq
4 B to K Kt 5	B to K 2	27 R to Q sq	B to Q 6
5 B t. Kt	B t. B	28 R to K sq	P to Q B 4
6 P t. P (A)	P t. P	29 P to R 3	P to B 5
7 Kt to B 3	Castles	30 K to R 2	Q to K R 3
8 B to K 2	Kt to B 3	31 B to Q sq	P to Q Kt 4
9 Castles	B to B 4	32 Kt to Kt 4	Q to K Kt 3
10 P to Q R 3	R to K sq	33 R to B 3	Kt to B 4
11 Q to Q 2	Q to Q 2 (B)	34 R to B 2	Kt to R 5
12 Kt to Q sq	B to K 5	35 Kt to K 3	Q to K R 3
13 P to B 3	Q to B 4	36 P to K Kt 3	Kt to B 4
14 Kt to K 3	Q to Kt 3	37 Kt to Kt 4	Q to Q Kt 3
15 Kt to K sq	B to Kt 4	38 B to B 3	R (Q 5) to Q 2
16 P to K B 4	B to R 5	39 B to Kt 2	P to Q R 4
17 Kt to B 3	B to B 3	40 Kt to K 3	P to Kt 5
18 R to B 2	P to K R 4 (C)	41 P t. P	P t. P
19 Q R to K B sq	Q to R 3	42 P to K Kt 4	Kt t. Kt
20 Kt to K 5	Kt to K 2	43 Q t. Kt	Q to R 4
21 Q to Q sq	B t. Kt	44 P to B 5	Q to B 2
22 Q P t. B	Q to Q Kt 3 (!)	45 Q to Kt 3	P to B 6
23 Q to Q 2	Q R to Q sq (D)	46 P t. P	P t. P
		47 P to K 6	Q t. Q ch

White	Black.
48 K t. Q	P t. P
49 P t. P	R to K 2
50 B to B 6	P to B 7
51 B to Q 7	R to Kt sq
52 R to Kt 2	B to K 5
53 K R to Kt sq	R to Kt 6 ch
54 K to B 4	B to B 6
55 P to R 4	B to Q 8 (E)
56 R t. B	P t. R queens
57 R t. Q	R to K R 6
58 P to R 5	R to Q R 6
59 R to Q 5 (!) (F)	R to R 8
60 K to K 5	R to R 3
61 P to Kt 5 (!)	K to B sq
62 P to Kt 6 (!)	R to R 8
63 R to Q B 5 (!)	R to K 8 ch
64 K to Q 6	R to Q 8 ch
65 K to B 7	R to Q 7
66 R to B 5 ch	K to Kt sq
67 R to Q R 5	Resigns. (G)

(A) In this form of the Opening, changing Pawns is not usual. 6 Kt to B 3, followed by B to Q 3 and P to K 5, is the more customary and better way of conducting the attack.

(B) Had Black here played 11 B to K 5, threatening to win the Queen's Pawn, 12 B to Kt 5 was the only, but sufficient, move in reply.

(C) The game has been carried out in a lively and original manner, and is well played by both.

(D) Black purposely abandons his Rook's Pawn for the attack,

but by first playing P to R 5 he could afterwards have taken advantage of his superiority on the Queen's wing without any counterbalancing loss.

(E) Mr. Skipworth here makes a slip which loses the game. By playing 55 R to Q 6 he would have insured an even game. White must apparently have played his Rook to Q B sq, when B to Q 8 would have equalised matters.

(F) White plays the end-game admirably, which from this point is forced.

(G) If:

67 R to Q B 7 ch
68 K to Q 6, wins.

If:

67 R to K B 7
68 R checks R to K B sq
69 R t. R ch K t. R
70 K to Q 6 R to K sq
71 B t. R K t. B
72 P to R 6, wins.

This was the first game in the Tournament won by Mr. Mortimer, whose play throughout affords a marked contrast to the feebleness of many of his earlier games. In justice to Mr. Skipworth, it must be remembered that he played in direct defiance of his doctor's advice, and any falling off on his part must be attributed to the state of his health at the time incapacitating him for hard Chess.

Game 240, played on the 29th of May.

FRENCH GAME.

White.	Black.	White.	Black.
J. MORTIMER.	A. SELLMAN.		
1 P to K 4	P to K 3	5 P to K 5 (A)	Kt to Q 2
2 P to Q 4	P to Q 4	6 B t. B	Q t. B
3 Q Kt to B 3	K Kt to B 3	7 Kt to B 3	P to Q R 3
4 B to K Kt 5	B to K 2	8 Q to Q 2	P to Q B 4
		9 Kt to K 2	P t. P

x

White.	Black.
10 Q Kt t. P	Q Kt to B 3
11 Kt t. Kt	P t. Kt
12 B to Q 3	Castles
13 Castles K R	P to Q B 4
14 P to B 3	B to Kt 2
15 K R to K sq	Q R to Q B sq
16 Q R to Q sq	K R to Q sq
17 Q to K B 4	P to Kt 3
18 Q to R 6	Q to B sq
19 Q to R 4	Q to Kt 2
20 B to B 2	P to Q 5
21 B to K 4	B t. B
22 R t. B	P t. P
23 P t. P	Q to B sq
24 Q R to K sq (B)	Kt to Kt 3
25 R to K B 4	P to R 3
26 Q to Kt 3	R to Q 6
27 P to B 4	Q R to Q sq
28 P to K R 4	P to K R 4
29 Q to Kt 5	Kt to Q 2
30 P to Kt 4	P t. P
31 Q t. P	Q to R 3
32 Kt to Kt 5	R to K B sq
33 Q R to K 4	Q to R 4
34 Q to Kt 2	R to Q 8 ch
35 K to R 2	R to Q 7
36 R to K 3	R t. R P
37 Q to B 6 (!)	Q to Q 8
38 Kt t. B P (!)	R to R 8 (C)
39 Q to Kt 2 (?) (D)	R t. Kt
40 Q t. Kt P ch	R to Kt 2
41 Q t. K P ch	K to R 2
42 Q to B 5 ch	K to R 3 (!) (E)
43 Q to K 4	Mates in three moves.

(A) Changing Bishop for Knight before pushing the Pawn is the best form of opening against the French Game.

(B) Up to this point White has played the game with great care and good judgment.

(C) This move, which wins, ought to have lost the game. It is clear that Black cannot take the Knight on account of Q t. K P; 38 K to Kt 2 seems to be his best move.

39 Q t. K P R to R 8
 40 Q to Q 5 (!) Q to Kt 8 ch
 41 K to R 3 Q to B 8 ch
 42 K to Kt 4 Q to Kt 8 ch
 43 R to Kt 3 Q to Q 8 ch
 44 Q t. Q R t. Q
 45 P to K 6, with an excellent game.

(D) Missing the correct continuation, pointed out by Steinitz :
 39 R to K Kt 3 (!)

If:

39 R to K Kt 3 K to Kt 2
 40 Q to K 4 (!) Q to Q Kt 8
 41 R t. P ch K to R 2
 42 R to R 6 ch K to Kt sq
 43 R to R 8 ch K to Kt 2
 44 R to R 7 ch, and
 45 Kt mates.

If:

39 Kt t. P
 40 Kt. t. Kt R t. R
 41 Q t. K P ch, and mates in four moves at most.

(E) The Black King has got into safety, and White cannot avert his own mate, and can only postpone it by useless sacrifices.

Game 241, played on the 31st of May.

RUY LOPEZ.

White.	Black.	White.	Black.
DR. NOA.	J. MORTIMER.		
1 P to K 4	P to K 4	5 Castles	P to B 3
2 K Kt to B 3	Q Kt to B 3	6 B to Q B 4	Kt to Kt 3
3 B to Kt 5	Kt to B 3	7 Kt to B 3	B to K 2
4 P to Q 3	Kt to K 2	8 Kt to K 2	Castles
		9 Kt to Kt 3	P to Q 4

White.	Black.	White.	Black.
10 P t. P	P t. P	43 K to B 5	B to Q 5
11 B to Kt 3	B to K Kt 5	44 K to Kt 6	K to Kt 3
12 P to K R 3	B t. Kt	45 B to B 4	K to R 2
13 Q t. B	Q to Q 2	46 K t. R P	B to R 8
14 B to Kt 5	Q R to Q sq	47 P to B 4	P t. P
15 K R to K sq	P to K R 3	48 P to R 4	B to Q 5
16 B t. Kt	B t. B	49 P to Kt 5	P t. P
17 Kt to B 5	Kt to B 5	50 P t. P	K to Kt 3
18 Q to Kt 4	K to B 2	51 P to Kt 6	Resigns.
19 Kt to K 3	P to K Kt 3(?)		
	(A)		
20 Q t. Q	R t. Q	(A) Losing a Pawn without any necessity.	
21 Kt to Kt 4	B to Kt 2		
22 Kt t. K P	R to K 2	(B) This also throws away a Pawn without any reason.	
23 P to Q 4	K R to K sq		
24 B to R 4	P to Q Kt 4(?)		
	(B)		
25 B t. P	R to Q Kt sq	(C) Although the Bishops are of opposite colours White's advanced Rook's Pawn, and the distance of his King from the field of action, gives White a winning chance.	
26 P to Q R 4	P to Q R 3		
27 B t. P	R t. P		
28 Kt to B 6	R t. R		
29 R t. R	R t. P		
30 B to Kt 7	Kt to K 7 ch		
31 R t. Kt (!)	R t. R	(D) This ill-advised sortie of the King loses the game. 40 P to K B 4 gave a fair prospect of a draw.	
32 P to R 5	R to B 7		
33 P to R 6	R t. Kt		
34 B t. R	B t. P		
35 B t. P (C)	K to Kt 2	(E) If:	
36 K to B sq	K to B sq	42	K to K 2
37 K to K 2	K to K 2	43 B to B 4	K to B sq
38 P to B 3	P to B 3	44 K to B 5	K to Kt 2
39 K to Q 3	B to R 2	45 K to K 6, and by crossing over White squares to Kt 7 White will force the gain of the Bishop for his Queen's Rook's Pawn, and win.	
40 P to Kt 4	K to Q 3(?) (D)		
41 B to B 7 (!)	P to Kt 4		
42 K to K 4	K to B 2 (E)		

Game 242, played on the 11th of June.

FOUR KNIGHTS'.

White.	Black.	White.	Black.
DR. NOA.	A. SELLMAN.		
1 P to K 4	P to K 4	7 Q to Q 5	Castles
2 K Kt to B 3	K Kt to B 3	8 Kt t. P	Kt t. Kt
3 Kt to B 3	Kt to B 3	9 Q t. Kt	P to Q 3
4 B to B 4 (A)	Kt t. P	10 Q to K 4 (!)	P to B 3
5 Castles	Kt t. Kt	11 R to K sq (!)	B to B 3
6 Q P t. Kt	B to K 2 (B)	12 B to Q 3	P to K Kt 3
		13 B to R 6	B to Kt 2

White.	Black.
14 B t. B	K t. B
15 Q to Q 4 ch	Q to B 3 (?) (C)
16 R to K 7 (!)	P to Kt 3
17 Q R to K sq	Q t. Q (D)
18 P t. Q	K to B 3
19 R to B 7	B to K 3 (E)
20 R t. B P	P to Q 4
21 B to R 6 (!)	K R to K sq
22 R to K 5	Q R to Q sq
23 P to Q Kt 3	R to K 2
24 P to K B 3	K R to Q 2
25 R to B 3	P to R 4
26 K to B 2	R to Q 3
27 K to K sq	R to Q Kt sq
28 P to Q R 4	R (Kt) to Q sq
29 K to Q 2	K to Kt 2
30 R to B 7	R (Q sq) to Q 2
31 R t. R	B t. R
32 P to R 3	B to K 3
33 P to K Kt 4	P t. P
34 R P t. P	K to B sq
35 K to Q 3	P to B 3
36 R to K sq	P to B 4
37 P to Kt 5	P to B 5
38 P to B 4	B to B 4 ch
39 K to B 3	R to K 3
40 R t. R	B t. R
41 B to Kt 7	P t. P
42 P t. P	K to K 2
43 B to K 4	B to B 2
44 K to Kt 4	K to Q 3
45 B to Q 3	B to K sq
46 P to R 5 (!)	K to B 3
47 P t. P	P t. P
48 K to B 3 (?) (F)	K to Q 3
49 K to Q 2	B to B 2
50 K to K 2	K to Q 2
51 K to B 2	K to Q 3
52 K to K 2	K to Q 2
53 K to Q 2	K to B 2
54 K to B 3	K to Q 3
55 K to Kt 4	K to B 3
56 B to K 4 ch	K to B 2
57 P to B 5	B to K sq
58 K to B 4	B to B 2 ch
59 P to Q 5	P t. P

White.	Black.
60 K t. P	B to K sq
61 P to Q 6 ch	K to Q sq
62 K to Q 5	K to Q 2
63 K to K 5	Resigns. (G)

(A) Dr. Noa's Opening is an agreeable variation from the monotonous 4 B to Kt 5, generally now played. Of course it offers the sacrifice of a Pawn.

(B) In this position, cognate with one arrived at in various forms of the Bishop's Opening and Petroff, 6 P to K B 3 is the only move to preserve the Pawn.

(C) Interposing the Pawn, or moving K to Kt sq, were better than this move, which enables White to plant his Rooks in the heart of Black's position.

(D) The exchange undoubles White's Pawn, but 17 P to Q B 4 would at once lose a Pawn by 18 Q to K 4!

(E) Black cannot save the Pawn. If:

19	P to Q B 4
20 P t. P	Q P t. P
21 Q R to K 7	P to Q R 3
22 B to B 4	B to K 3
23 B t. B	P t. B
24 R t. K R P	

(F) White has played very well to this point, when he proceeds to waste eight moves by promenading his King uselessly to and fro. He should at once check at K 4, as he does in the identical position at the 56th move.

(G) For if:

64	B to B 2
65 K to B 6	B to K sq
66 B t. P, and wins.	

SECTION XII.

A SELECTION OF GAMES PLAYED IN THE VIZAYANAGARAM TOURNAMENT.



THE NOTES TO THE GAMES IN THIS SECTION, WHERE NOT
OTHERWISE SPECIFIED, ARE BY W. M. GATTIE.

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A SELECTION OF GAMES PLAYED IN THE VIZAYANAGARAM TOURNAMENT.

Game 243.

SICILIAN.

White.	Black.
B. W. FISHER.	C. VON BARDELEBEN.
1 P to K 4	P to Q B 4
2 Kt to K B 3	P to K 3
3 Kt to B 3	Kt to Q B 3
4 P to Q 4	P t. P
5 Kt t. P	Kt to B 3
6 Kt t. Kt	Kt P t. Kt
7 B to Q 3 (A)	P to Q 4
8 P t. P	B P t. P
9 B to K Kt 5	B to K 2
10 Castles	Castles
11 P to Q R 3 (?) (B)	B to Kt 2 (C)
12 Kt to R sq (?) (D)	P to K 4
13 P to B 3	P to K R 3
14 B to R 4	Kt to R 4
15 B to B 2	Kt to B 5
16 B to Kt 3 (E)	B to Kt 4
17 R to K sq	R to K sq
18 Kt to K 2	Q to B 3
19 B t. Kt	B t. B
20 B to Kt 5 (F)	K R to Q sq
21 P to B 3	P to K 5
22 Kt to Q 4 (?) (G)	Q to R 5 (!)
23 P to K Kt 3	B t. P
24 R to K 2	P t. P
25 Kt t. P	P to Q 5
26 R to Kt 2	Q to R 4
27 Kt t. P (F) (H)	B t. R ch
28 K t. B	Q t. P ch
29 K to B 3	Q to B 7 ch
30 K to K 4	Q to B 5 ch
31 K to Q 3	Q to B 4 ch
32 K to B 4	Q to Q 4 ch
Resigns.	

(A) 7 P to K 5 is preferable.

(B) Very weak. 11 B to K B 4, followed by Kt to K 2 and the advance of the Pawns on the

Queen's side, constituted the best continuation, although White's game was in any case not satisfactory.

(C) 11 P to K 4 would obviously have been premature on account of the reply 12 B t. Kt, followed by 13 Kt t. P.

(D) Worse than useless. He should still have retarded the advance of the King's Pawn by 12 B to K B 4.

(E) 16 R to K sq would have been better.

(F) 20 Kt t. B was the proper move.

(G) Throwing away his last chance of saving the game by Kt t. B.

(H) Making matters easy for his opponent. The game could not, however, be saved; for, if 27 R t. B, then

27	P t. P (!)
28 Q to K B sq	P t. P
29 R to K sq, or (A) R to Q 7	
30 B to K 2, or (B) R to K sq	
31 R to R 3	K R t. B
32 R t. R	R t. R
33 R t. Q	B t. Kt ch
34 K to Kt sq	R to Kt 7 ch
35 Q t. R	P queens ch
36 Q to B sq	Q t. Q ch, and wins.

A.

29 R to Q Kt sq	R to Q 7
30 R to R 3	Q to B 4,

threatening R to K B 7, and Black must win.

B.
30 R to R 3 K to K B 7
31 Q t. R

(If: 32 R t. Q, B t. Kt ch, &c.)

If:

31 Q t. R?
32 B to K 2 R to K sq
33 K to Kt sq B t. Kt, and
 wins.

Game 244.

SICILIAN.

White.	Black.
G. A. MacDONNELL.	C. VON BARDELEBEN.
1 P to K 4	P to Q B 4
2 Kt to K B 3	P to K 3
3 P to Q 4 (A)	P t. P
4 Kt t. P	Kt to K B 3
5 B to Q 3	Kt to B 3
6 Kt t. Kt	Kt P t. Kt
7 Castles	P to Q 4
8 P to K 5	Kt to Q 2
9 P to K B 4	B to B 4 ch
10 K to R sq	Castles
11 Kt to B 3	P to Q R 3
12 R to B 3	P to B 4
13 Kt to K 2	B to R 2
14 P to Q Kt 4 (B)	P to B 4
15 P to B 3	P t. P
16 P t. P	B to Kt 2
17 R to R 3	R to B 2
18 B to Kt 2	Kt to B sq
19 Kt to Q 4	R to B sq
20 Q to K 2	Q to Kt 3
21 P to R 3	K R to B 2 (?)
22 R to K B sq (C)	P to Kt 3
23 Kt to Kt 3 (D)	Q to B 3
24 Kt to R 5	Q to R 5 (E)
25 Kt t. B (F)	R t. Kt
26 B t. R P (G)	R to B 7
27 Q to Q 3	R to Kt 3
28 B to Q 4	R t. B
29 B t. B	R t. B
30 P to Kt 5 (?)	R to Kt 7
31 Q to Q B 3	Q t. Kt P
32 K R to B 3	R to R 7
33 R to B sq	Q R t. P
34 Q t. R	R t. Q
35 R t. R	Q to Kt 5
36 R to K B 3	Kt to Q 2
37 P to R 3	Kt to Kt 3
38 R to B 7	Kt to B 5
Resigns.	

(A) It is now generally considered better to deploy the other Knight before advancing the Queen's Pawn.

(B) Although this move resulted in Black's obtaining a passed Pawn, it would have been still more disadvantageous to permit the entry of the Black Knight at White's Q B 5.

(C) White has now indisputably the better game. Black has placed his Queen where she is almost powerless, and is, moreover, hemmed in by her own pieces; his Bishops are still more hopelessly out of play, and the Queen's Bishop's file is sufficiently guarded against any incursion of the Black Rooks. White may, therefore, safely press the attack on the King's flank.

(D) At this point White might have obtained a fine attacking game by 23 P to Kt 4. The course actually adopted was, however, quite satisfactory.

(E) A clever artifice, which should not, however, have succeeded against a player of Mr. MacDonnell's strength.

(F) White plays in evident unconsciousness of the trap laid for him. 25 Q to Q sq would certainly have given him the better game, and would, I believe, have led to the gain of the Queen's Rook's Pawn by force.

(G) Fatal. He might still have equalised the fight by 26 Q to Q sq.

Game 245.

POLERIO GAMBIT.

White. F. S. ENSOR.	Black. C. VON BARDELEBEN.
1 P to K 4	P to K 4
2 P to K B 4	P t. P
3 P to Q 4 (A)	Q to R 5 ch
4 K to K 2	P to Q 4
5 P t. P	B to Q 3 (B)
6 P to B 4	P to Q Kt 3
7 Kt to K B 3	B to K Kt 5
8 K to Q 2	B t. Kt
9 Q t. B	Kt to Q 2
10 P to Q R 3	P to Q R 4
11 Kt to B 3	Kt to K 2
12 K to B 2	Castles K R
13 B to Q 3	Kt to Kt 3
14 B to Q 2	Q to B 3
15 Kt to K 4 (!)	Q t. P
16 B to B 3	Q to K 6
17 Q t. Q (C)	P t. Q
18 Q R to K sq (D)	B to B 5
19 P to K Kt 3	B to R 3
20 B to Q 4	Q R to K sq
21 P to K R 4 (E)	KKt to K4(F)
22 B t. P (G)	Kt t. B
23 K t. Kt	Kt to K 4 ch
24 K to B 3 (H)	Kt to B 6
25 B t. B (!)	Kt t. R
26 R t. Kt	P to B 4 (I)
27 Kt to B 6 ch (J)	P t. Kt
28 R to K B sq	R to B 2
29 R t. P	R to K 4
30 R to B 3	P to K B 4
31 R to Q 3 (K)	R to K 5
32 P to Q Kt 4	P t. P ch
33 P t. P	R to Q 2
34 R to B 3 (?) (L)	P to Kt 4 (!)
35 R t. P	R t. P ch
36 K to Kt 3	R to B 2
37 R to Kt 5 ch	K to R sq
38 R to K 5	R to K B 6 ch
39 K to R 2 (M)	R t. K Kt P
40 P to Q 6	P t. P
41 R t. P	R t. R P
42 B to B sq	R to R 7 ch
43 K to Kt sq	R to Kt 8
44 R to Kt 6	P to Q 4
45 R to Q B 6	R to R 5
46 R to Kt 6	R to Q B 5
Resigns.	

(A) An old move, reintroduced by Mr. G. B. Fraser, and Mr. Ensor.

(B) As at the similar stage of the Steinitz Gambit, Black may here play 5 Q to K 2 ch, giving White the choice between a very inferior game and a draw by perpetual check. As Black is playing to win I should prefer the following continuation:—

5 B to K Kt 5 ch
6 Kt to B 3 Kt to Q 2
7 P to B 4

(This is in the spirit of Mr. Ensor's deviation from the Steinitz Gambit.)

7 Castles
8 K to Q 2 Kt to B 3,
with a good game.

(C) Mr. Guest suggests in the *Morning Post* 17 Q to R 5—a move which cannot be analytically demonstrated to yield an advantage to White, but would have been most difficult to meet in actual play. Black's best reply is 17 Q Kt to K 4, e.g.:

17 Q to R 5 Q Kt to K 4 (!)
18 B t. Kt (best) B t. B (best)

Or A.

19 K R to K sq Q to Q 5
20 Kt to B 3 (best) B to B 3 (!)
21 Q R to Q sq Q to B 7 ch
22 R to K 2 Q to R 5

maintaining the Pawn with a good game.

A.

18 Q R to Q sq Kt t. B
19 K R to K sq Kt t. R
20 R t. Kt Q t. R
21 B t. Q K R to K sq
and Black has a full equivalent for his Queen.

(D) An error. White should have played 18 Kt t. B, afterwards regaining the Pawn by Q R to K sq and B to Q 4.

(E) Of course if 21 B t. P, B t. B, 22 R t. B, P to K B 4, winning a piece.

(F) The initiatory move of a very pretty combination.

(G) If:

22 Kt to Kt 5	Kt t. B
23 K t. Kt	B t. Kt
24 P t. B	Kt to K 4 ch,

and Black should win.

(H) If:

24 K to K 2	B t. B
25 K t. B	P to K B 4,

winning two Pawns at least.

(I) If:

26	K to R sq
27 B to B 4	

(J) 27 B to B 4 seems far preferable. Black has apparently no better reply than 27 R t. Kt, and after:

28 R t. R	P t. R
29 B t. P	R to B 6 ch

30 K to Q 4	P to K 6
31 K to Q 3	K to B 2 (!)

32 B t. P, White should certainly win. If Black play 27 P t. Kt, then:

28 B t. P	R to B 6 ch
29 K to B 2	R to B 7 ch
30 K to B sq, and ought to win.	

(K) Again ill-judged. Mr. Guest points out that 31 P to Q Kt 4 or B to B 4 would have drawn easily.

(L) 34 B to B 4 would still have afforded White fair prospect of a draw.

(M) If:

39 R to K 3	R t. R
40 B t. R	K to Kt 2
41 B to B 4	K to Kt 3
42 B to K 5	K to B 4
43 B to B 4	P to R 4
44 P to Q 6	P t. P
45 B t. P	R to Q 5
46 B to Kt 8	R to Q 6 ch, and wins.

Game 246.

ENGLISH OPENING.

White.	Black.	White.	Black.
U. VON BARDELEBEN.	L. BENIMA.		
1 P to Q B 4	P to K 4 (A)	16 Kt t. P	B t. Kt
2 P to K 3	P to Q B 3 (?)	17 B t. B	Kt t. B
3 P to Q 4	P to K5(?) (B)	18 Q to K 6 ch	Q to Q 2
4 Kt to Q B 3	P to Q 4 (C)	19 Q t. Kt	Kt to B 3
5 Q to Kt 3	Kt to B 3	20 Q to Kt 2	R to K sq
6 B to Q 2	P to Q R3 (D)	21 Kt to B 3	P to K Kt 3
7 P to B 5	Q to B 2	22 K R to B sq	B to K 2
8 Castles	B to B 4	23 R to B 3	Kt to Q 4 (?)
9 P to B 3	Q Kt to Q 2	24 P to K 4	Kt t. Kt
10 P to Kt 4 (!)	B to Kt 3	25 B t. Kt	K R to Ktsq (F)
11 P to Kt 5	Kt to K Kt sq	26 R to K sq (G)	K to Kt sq
12 P t. P	P t. P	27 K to Kt sq	B to Q sq
13 B to Kt 2	P to B 4	28 K R to K 3	Q to K 2
14 P t. P e.p.	Q Kt t. P	29 Q to Q B 2 (H)	K R to B sq (!)
15 K Kt to K 2	Castles (E)	30 K R to K 2	K to R sq
		31 P to Kt 4	Q to Q 2

White.	Black.
32 Q to Q 3 (P)	B to R5 (!) (I)
33 R to Q sq (J)	Q to Kt 5
34 B to K sq	R to B 6
35 Q to B 2	B to Kt 4
36 B to B 2	R to B 5 (K)
37 Q R to K sq	R to Qsq (P) (L)
38 R to Kt sq	Q to R 4
39 B to K 3	R to Kt 5
40 R t. R	Q t. R
41 R to Kt 2	Q to R 5 (!)
42 B t. B	Q to K 8 ch
43 B to B sq	R t. P (M)
44 P to Q R 3	R t. K P
45 Q to Q 2	Q to R 5
46 B to Kt 2	R to K 8 ch
47 B to B sq	Q to K 5 ch
48 Q to B 2	Q to B 6
49 R to Kt 3	Q to B 8
50 R to Q B 3	Q to R 8
51 K to R sq	R to Kt 8
52 Q to Q Kt 2	P to K R 4
53 P to Q R 4	P to K Kt 4
54 P to Kt 5	Q to K 5
55 R to B 4	Q t. R (!) (N)
56 Q to R 8 ch	K to R 2
57 P to Kt 6, mate.	

(A) P to K 3 is now generally preferred.

(B) It would have been better to exchange Pawns and play B to Kt 5 ch.

(C) Either P to B 4 or B to Kt 5 seems preferable.

(D) There is no sufficient motive for this move. Black should hasten his development by 6 B to K 2.

(E) Black cannot save the Pawn, and he takes the best course under the circumstances to free his game.

(F) Threatening to regain the Pawn by 26 Q to K 3.

(G) Guarding one of the threatened Pawns, and preparatory, no doubt, to Q to R 3 to force the change of Queens. But the Rook was well posted at Queen's square, and 26 K to Kt square would have answered all purposes as well.

(H) 29 Q R to K B sq seems the

correct move, and is certainly better than the one actually made.

(I) Well played. This move, if properly followed up, should have at least equalised the game.

(J) 33 R to Kt sq would have been better, but White has by no means an easy game to play, *e.g.* :

33 R to Kt sq R to B 5
34 B to K sq B to B 3

(34 B to Q 2, R to B 7)

35 B to B 2 R t. B

(35 B to Q 2 or Kt 3, Q t. P)

36 R t. R Q t. P, with the advantage.

(K) Here Black misses the right continuation, 36 . . . R to B 6, after which White would have had considerable difficulty in saving the game, *e.g.* :

36 . . . R to B 6 (!)

37 Q t. R, or (A) Q t. R

38 Q to B 2 (best) R t. P

39 Q t. Q R t. Q

40 B to Kt 3 B to B 3,

with the better game.

A.

37 Q to Kt 2 R t. K P

38 K R to K sq

(If:

38 Q R to K sq R to B 8 ch

39 Q or R t. R R t. R, and wins.)

(If:

38 Q t. R R t. R

39 B to Kt 3 or Kt sq R t. KRP, and should win.)

38 . . . R t. R

39 R t. R Q to B 4 ch

40 K to R sq R to B 7, and wins.

(L) A blunder.

(M):

43 . . . Q t. Kt P ch

44 Q to Kt 2 (best) R t. P (!)

would have afforded Black a better chance of a draw.

(N) Jumping at the bait, but of course the ultimate loss of the game could not be avoided.

Game 247.

SICILIAN.

White.	Black.	White.	Black.
W. M. GATTIE.	C. VON BARDELEBEN.		
1 P to K 4	P to Q B 4	46 B to R 6	R to Kt 7
2 Kt to Q B 3	Kt to Q B 3	47 R to K Kt 7	R to Kt 3
3 Kt to B 3	P to K 3	48 K to K 2	R to Q 3 (O)
4 P to Q 4	P t. P	49 B to B 4	R to R 3
5 Kt t. P	Kt to B 3	50 K to K 3	K to B sq
6 Kt t. Kt	Kt P t. Kt	51 B to R 6	K to K sq
7 P to K 5	Kt to Q 4	52 K to Q 4	R to Kt 3
8 Kt to K 4	P to K B 4	53 K to K 5	R to R 3
9 Kt to Q 6 ch	B t. Kt	54 B to K 3	K to B sq
10 P t. B	Castles	55 R to Kt 7	R to R 4 ch
11 B to K 2	Q to R 4 ch(A)	56 K to B 6	R to R 3 ch
12 Q to Q 2 (B)	Kt to B 3	57 R to Kt 6	Resigns.
13 P to Q B 4 (D)	Q to Kt 3 (E)		
14 P to Q Kt 4	Q to Q sq		
15 P to B 5	P to K 4		
16 P to Q R 4 (F)	B to Kt 2		
17 Castles	P to K 5		
18 B to Kt 2	Kt to K sq		
19 Q to Kt 5	K to R sq		
20 B to B 4 ch	Kt to B 3		
21 Q to K 7	Q to K sq (H)		
22 Q R to Q sq (G)	P t. B (I)		
23 B to K 6	Q to Q 2		
24 Q t. B (J)	Kt t. Q		
25 Q t. Q	K R to Q B sq		
26 P to Kt 5	QR to Ktsq (K)		
27 B to R 3	K to Kt sq (L)		
28 Q R to Kt sq	R t. P		
29 P t. P	Kt t. R		
30 R t. R	Kt to Q 2		
31 R to Kt sq	Kt t. P (M)		
32 R to Kt 7	R t. P		
33 R to Q B 7	R to Q 5		
34 K to B sq	R t. P		
35 B t. Kt	R to B 5		
36 R t. P	K to B sq		
37 B to K 3	P to R 3		
38 P to Kt 3	P to K 4		
39 P to R 4	P to R 4 (N)		
40 R to R 5	P to Kt 3		
41 R t. P	R to R 5		
42 R to B 5	R to R 8 ch		
43 R to B 7	R to R 7 ch		
44 K to K 2	K to K sq		
45 K to K sq			

(A)* The opening moves have been accurately played by both parties. At this point opinions are divided between 11 P to K 4 and the move in the text.

(B) Best. 12 P to B 3 is objectionable because White's object is to play this Pawn two squares as soon as possible, and 12 B to Q 2 would be met by 12 Q to B 4, winning the Queen's Pawn.

(C) An error which compromises Black's game. He should have exchanged Queens, although White would still, I think, have had a slight advantage.

(D) If 13 Castles, Black replies with 13 Kt to B 3, winning the Queen's Pawn.

(E) The Queen has no better course than to retreat. Of course, if 14 Q to K 4, 15 B to Kt 2, and 16 Castles K R.

(F) Essential ; for Black threatened 16 P to Q R 4.

(G) Good enough to win ; but 22 Q to K 5, followed by 23 R to R 3, if the Black Knight returned to King's square, would have brought about an earlier issue.

(H) If 22 R to K sq,

White exchanges Queens, and should ultimately force the game on the Queen's side. The move seems preferable, however, to that actually made.

(I) Best. If:

23 B to R 3,

then:

24 B t. Kt R t. B (best)

25 B t. P Q t. Q

26 P t. Q B t. R

27 K t. B, and wins.

(J) 24 B t. Kt was slightly better.

(K) If 27 P t. P, 28 P t. P, Kt t. P, 29 P to Q 7, &c.

(L) If:

28 P t. P,

then:

29 R t. P R t. R, or (A)

30 P t. R Kt t. P

31 B t. Kt R t. B

32 P to Q 7 R to Q 4

33 R to B sq, and wins.

A.

29 K to Kt sq

30 R to B sq R to B 3

31 R t. R ch,

and the position is the same as in the actual game.

(M) Black cannot avoid the loss of a piece.

(N) If 40 P to B 5, 41 P t. P, P t. P, 42 R to K B 4 ch, &c.

(O) Black fights on bravely to the end. Of course if White play 49 K to K 3, the Black Rook checks at Queen's sixth, and the King must return to King's second.

Game 248.

QUEEN'S GAMBIT.

White.	Black.	White.	Black.
C. VON BARDELEBEN.	J. I. MINCHIN.		
1 P to Q 4	P to Q 4	22 Q t. Kt	B t. Kt (E)
2 P to Q B 4	P to K 3	23 Q to Kt 4 (!)	B t. B
3 Kt to Q B 3	Kt to K B 3	24 Kt to R 6 ch	K to B sq
4 Kt to B 3	P to Q Kt 3	25 Q t. Q	P t. Kt
5 P to K 3	B to Q 3	26 R t. B	
6 B to K 2	Castles	And after a few more moves, Black resigned.	
7 Castles	P to Q B 4 .	(A) Isolating his Queen's Pawn to no purpose. He should rather have developed his Queen's Knight.	
8 P t. Q P	K P t. P	(B) Preferring to concentrate his forces, perhaps somewhat prematurely, against the Queen's Pawn.	
9 P to Q Kt 3	B to Kt 2	(C) Well played. Black determines upon a counter-manceuvre in place of further supporting his Pawn.	
10 B to Kt 2	P t. P (A)	(D) Very hazardous, and questionably sound.	
11 Kt t. P	Kt to Q B 3	(E) Disastrous. I am disposed to think that Black might have equalised the game by 22 P	
12 B to B 3	Kt to K 2		
13 Q to Q 3 (B)	R to Q B sq		
14 K R to Q sq	B to Kt sq		
15 R to Q 2	R to K sq (C)		
16 Q R to Q sq	Kt to Kt 3		
17 P to Kt 3 (?)	Kt to K 5 (!)		
18 R to B 2	Kt to K 4		
19 Q to K 2	Kt t. B ch		
20 Q t. Kt	Q to Q 2		
21 Kt to B 5	B to K 4 (D)		

to Q 5. If 23 R t. P, B t. R, 24 Q to Kt 4, Q to B 3, and Black should win. If:

23 Q to Kt 4 Q to B 3
24 Kt to K 4

(If 24 P to K 4 or P to B 3, then
24 P t. Kt)

24 Q t. R
(24 Q t. Kt (?), 25 Q t. Q, and
26 Kt to K 7 ch)

25 Kt to R 6 ch

Black may now apparently play for a draw by 25 K to R sq, for if White continue with:

26 Kt t. P ch K to Kt sq
27 Kt t. B R t. Kt
28 Kt to B 6 ch K to R sq

29 B t. P Q to B 3, &c.

If, however, Black play 25 K to B sq, then:

26 B to R 3 ch R to B 4
(26 R to K 2, 27 Kt to K B 5)
27 Kt t. R Q Kt P t. Kt
28 R to Q B sq Q t. R P
29 B t. P ch R to K 2
30 B t. R ch K t. B
31 Kt to B 5 ch,

with a clear advantage. It is by no means asserted that the moves given are the best on either side; and the above variations are merely suggested with the view of inviting attention to some of the interesting possibilities in which this complicated position abounds.

Game 240.

SICILIAN.

White.	Black.	White.	Black.
B. W. FISHER.	G. A. MACDONNELL.		
1 P to K 4	P to Q B 4	24 K Kt t. P (!)	Kt t. Kt P
2 P to K B 4 (A)	Kt to Q B 3	25 R t. R ch	Q t. R
3 Q Kt to B 3	P to K 3	26 K Kt to B 3	Kt t. Kt
4 Kt to B 3	P to Q 4	27 K t. Kt	Q to R 4 ch
5 P to K 5	P to B 4 (?)(B)	28 K to B 2	Q to R 7 ch
6 B to Kt 5	B to Q 2	29 R to Kt 2	Q to R 8
7 B t. Kt	P t. B (C)	30 Q to B sq	Q to R sq
8 P to Q 3	B to K 2	31 K to Kt sq	Q to Q sq
9 Kt to K 2	Kt to R 3	32 Q to K 3	Q to R 4
10 B to Q 2	R to Q Kt sq	33 Q to K B 2	K to Q 2 (G)
11 P to Q Kt 3	Kt to B 2	34 B to K 3	Q to B 2
12 P to B 4	B to Q B sq	35 B t. P	Q t. P
13 Kt to B 3	K to Q 2 (?)(D)	36 B t. P	R to Q sq (H)
14 Kt to Q R 4	P to Q 5	37 B to Kt 6	R to Q R sq (?)
15 Q to B sq	R to Kt sq	38 B to Q 4	Q to R 4
16 Q to R 3	Q to B sq	39 Kt to Kt 6 ch	K to B 2
17 P to Kt 3	B to Kt 2	40 Kt t. R ch	B t. Kt
18 K to K 2 (E)	P to K R 3	41 Q to K 3	P to B 4
19 P to R 4	K to B sq (?)(F)	42 B to K 5 ch	K to Q 2
20 Q R to K Kt sq	P to Kt 4	43 R to K 2	Q to Kt 3
21 R P t. P	P t. P	44 P to Q 4 (!)	Q to B 3
22 P t. P	Q to Kt 2	45 P to Q 5 (!)	P t. P
23 B to B 4	R to K R sq	46 P t. P	Q to K Kt 3
		47 B to B 4	Q to R 2

White.	Black.
48 Q to K 6 ch	K to Q sq
49 R to R 2	Q to Kt 2
50 B to K 5	Resigns. (I)

[The notes are by the Editor.]

(A) An old-fashioned way of meeting the Sicilian, which should not result in a good game.

(B) A move that is bad on principle, as it leaves the Black King's Pawn weak and the White King's Pawn safe from attack.

(C) It would here be better to take with the Bishop. As White's Pawn is not advanced to Queen's fourth, Black cannot get rid of the doubled Pawn.

(D) It is impossible to find any reason for this most bizarre move. The King may be safe from any direct attack, and probably Mr. MacDonnell contemplated pushing forward his Pawns on the King's side if White Castled in front of them; the only result, however, is to club the Queen's pieces inex-

tricably, and to prevent Black opening the Queen's file.

(E) White shows good judgment in not Castling in such a position.

(F) Even more inexplicable than move 13; it serves no purpose but to shut in his own Queen's Rook.

(G) Returning whence he went on his fruitless errand.

(H) The purposeless manoeuvres of Black throughout this game are very unlike Mr. MacDonnell's best play. His next move is an absolute blunder, throwing away the exchange. 36 R to K Kt sq seems best.

(I) I should have hesitated to include this game in my selection, but it was sent to me by Mr. Fisher, the winner of the second prize, of whose games I have been able to find so few specimens, that I could not omit one won by him from so doughty an antagonist, although it is quite unworthy of Mr. MacDonnell's acknowledged Chess skill.

Game 250.

FRENCH OPENING.

White.	Black.	White.	Black.
C. E. RANKEN.	B. W. FISHER.		
1 P to K 4	P to K 3	14 B to K 3	Q to B 2 (E)
2 P to Q 4	P to Q 4	15 P to K B 3	P to Q 5
3 Kt to Q B 3	Kt to K B 3	16 B t. P	Kt to Kt 4
4 P t. P	P t. P	17 P to K B 4	B t. B
5 Kt to B 3	B to Q 3	18 Q t. B	Kt to K 3
6 B to Q 3	P to B 3	19 B to B 3	Kt to Q 2
7 Castles	Castles	20 Q R to K sq (F)	Q R to Q sq
8 B to K Kt 5 (A)	B to K Kt 5	21 P to B 5	Kt to Kt 3
9 P to K R 3	B to R 4 (B)	22 Q to B 3 (G)	Kt to Kt 4
10 P to K Kt 4	B to Kt 3	23 Q to Kt 2	Kt to Q 4
11 Kt to K 5	Q to Kt 3 (C)	24 B to Q 2	P to K B 3
12 Kt to K 2	B t. Kt (D)	25 P to K R 4	Kt to R 2
13 P t. B	Kt to K 5	26 P to Q B 4	Kt to K 2
		27 B to B 3	P to K Kt 4 (H)

White.	Black.
28 R P t. P	Kt (R 2) t. P
29 Kt to B 4	Q to Kt 3 ch (I)
30 K to R 2	Q to B 4
31 Kt to R 5	Kt to R 2
32 Q to K 4	P to Kt 4
33 Q to B 4	Kt to Kt 4
34 Kt to B 6 ch	K to R sq
35 K to Kt 2	Kt to Kt sq
36 Q t. Kt (!)	Resigns.

[The notes are by the Rev. C. E. Ranken.]

(A) 8 Kt to K 2 may also be played here, with the probable continuation 8 B to K Kt 5, 9 Kt to Kt 3, Kt to R 4 (this seems better than Q to B 2 as adopted in the Mason and Potter match), 10 P to K R 3, Kt t. Kt, 11 P t. Kt, B to R 4, 12 P to K Kt 4, B to Kt 3, &c.

(B) Losing too much time; the Knight should be taken, followed by Q Kt to Q 2 and Q to B 2.

(C) It is not easy to say what

was Black's proper course. P to Q B 4 would be perhaps the most aggressive, and B to K 2 the safest.

(D) An error of judgment; he could not with advantage take the Queen's Knight's Pawn, but Q Kt to Q 2 ought no longer to have been delayed, more especially because White could not support his Knight by P to K B 4.

(E) If 14 Q t. P, White gets a fine game by P to K B 4 and R to Kt sq.

(F) P to B 5 at once is probably stronger.

(G) And here Q to Kt 3 is preferable.

(H) A desperate effort to stop the advance of the Pawns, but it leaves his King too much exposed.

(I) Black's best resource appears to be 29 K to R 2 and 30 Kt to Kt sq; his game, however, is too bad for a permanent cure.

Game 251.

IRREGULAR OPENING.

White.	Black.	White.	Black.
T. H. PIPER.	B. W. FISHER.		
1 Kt to K B 3	P to Q Kt 3 (A)	16 Q to Kt 4 ch	K to R sq
2 P to K 3	B to Kt 2	17 Q to B 4 (!)	K to Kt 2
3 P to Q 4	P to K 3	18 B to Q 3	R to K Kt sq
4 P to Q B 4	Kt to K B 3		(?) (E)
5 Kt to B 3	B to Kt 5 (?)	19 Q R to K sq	Kt to B 3
6 B to Q 3	P to B 4	20 R to K 3	P to K 4
7 Castles	P t. P (?)	21 R to Kt 3 ch	Resigns.
8 P t. P	K B t. Kt		
9 P t. B	Castles		
10 B to Kt 5 (B)	P to K R 3 (?)		
	(C)		
11 B to R 4	P to Q 4 (?) (D)		
12 Kt to K 5	P t. P		
13 B t. P	Kt to B 3		
14 Kt to Kt 4 (!)	Kt to Q R 4		
15 Kt t. Kt ch	P t. Kt		

[The notes are by the Editor.]

(A) The Queen's Fianchetto does not seem the best way of meeting this Opening.

(B) In consequence of Black's feeble opening White has an excellent game. After the unfavourable exchange of his King's Bishop for the Knight this pin

becomes very serious, and should not have been permitted.

(C) Very weak, as he would dangerously expose his King by playing on the Knight's Pawn.

(D) Under the circumstances 11 P to Q 3 would have been

much better. Mr. Piper takes excellent advantage of Black's weak play.

(E) Probably no play could save the game, but this gives White time to bring a Rook to the attack with fatal effect.

Game 252.

FRENCH GAME.

White.	Black.	White.	Black.
B. W. FISHER.	C. J. LAMBERT.		
1 P to K 4	P to K 3 (A)	36 K t. R	P t. P
2 P to Q 4	P to Q 4	37 Q t. P	Kt to K 5
3 P t. P	P t. P	38 Q to R 5	Q to B 6 ch
4 B to Q 3	K Kt to B 3	39 K to K 2	Q to B 7 ch
5 K Kt to B 3	B to Q 3	40 K to B sq	Q to Q 6 ch
6 Castles	Castles	41 K to Kt 2	Q to Q 2 (F)
7 Kt to B 3	Kt to B 3	42 Q to Kt 6 ch	K to B sq
8 Kt to K 2	B to K Kt 5	43 K to B 3	Q to K B 2
9 Kt to Kt 3	B t. Kt at B 3	44 Q to R 6 ch (G)	K to K 2
10 P t. B	Kt t. P (B)	45 Q to R 8	P to Kt 3
11 B t. P ch	Kt t. B	46 Q to Q R 8	K to B 3
12 Q t. Kt	P to Q B 4	47 Q to B 6 ch	K to K 2
13 Q to K Kt 4	B t. Kt	48 B to B 4	Q to R 4 ch
14 R P t. B	P to B 4	49 K to Kt 2	Q to B 2
15 Q to R 5	Q to B 3	50 P to B 3 (!)	Kt to B 3 (H)
16 K to Kt 2	Q to B 2	51 B to Kt 5	Q to K 3
17 Q to R 3	Q R to K sq	52 Q t. Q	K t. Q
18 B to B 4	R to K 3	53 B t. Kt	K t. B
19 Q R to K sq	K R to K sq	54 K to B 2, and wins.	
20 Q to R sq	R to K 7		
21 R t. R	R t. R		
22 R to B sq	P to Q 5		
23 Q to Q sq	Q to B 5 (C)		
24 P to Kt 3	Q to R 3		
25 P to R 4	R to K sq		
26 P to B 3	P to Q 6 (D)		
27 P to B 4	P to K Kt 4		
28 B to K 3	Q to Q 3		
29 Q to Q 2	P to Kt 5		
30 Q to Q sq	Q to Q B 3		
31 K to B sq (!)	R to Q sq		
32 K to K sq (!)	Q to K sq (E)		
33 K to Q 2	Q to K 4		
34 R to B 3	Kt to B 3		
35 R t. P	R t. R ch		

[The notes are by the Editor.]

(A) Both Messrs. Lambert and Fisher, as second players, adopted the French Game throughout the Tournament, and are both well acquainted with all the forms of this dull Opening, which more than any other leads naturally to drawn positions, where victory can only be scored by the opponent's blunder.

(B) The variation here adopted by Mr. Lambert can give no advantage whatever, either in material or position.

(C) Black's apparent advantage of position is illusory. It is clear

he could not defend the Rook by Queen on the King's file without losing the exchange.

(D) This advanced Pawn will become subject to attack, and will probably fall and entail the loss of the game. It would have been better to exchange.

(E) This only compels the King to go where he intended. The Queen's Pawn must now soon fall. White has played with great judgment from his 27th move.

(F) Taking the Queen's Knight

and Bishop's Pawn would have lost more speedily. By protecting his own King's Bishop's Pawn he can still fight for the draw.

(G) Had White here changed Queens Black would have had a fair chance of drawing the game.

(H) Forced: if 50 Kt to B 6, White wins the Knight in two moves by 51 Q to Q 6 ch, and 52 Q to K 5 ch. As it is, White forces the exchange of both the remaining pieces, and the extra Pawn then wins, of course.

Game 253.

FRENCH GAME.

White.	Black.	White.	Black.
H. LEE.	B. W. FISHER.		
1 P to K 4	P to K 3	29 P to K Kt 4 (I)	K R to Q B sq
2 P to Q 4	P to Q 4	30 P to B 5	Kt P t. P (J)
3 Q Kt to B 3	K Kt to B 3	31 Kt to Kt 5 ch	K to Kt 2
4 B to K Kt 5	B to K 2	32 Kt t. B P	K t. Kt
5 P to K 5 (A)	K Kt to Q 2	33 Q t. P	RtoKKtsq(K)
6 B t. B	Q t. B	34 P to Kt 5	Kt to Q 2
7 Q to Q 2	Kt to Kt 3	35 Q to R 7 ch	K to B sq
8 P to B 4	B to Q 2	36 P to Kt 6	Kt t. P
9 Kt to Q sq	P to Q B 4	37 P t. Kt	Q to B 4 ch(L)
10 P to B 3	Kt to B 3	38 K to B sq	Q to K 2
11 Kt to B 3	R to Q B sq	39 Q to R 6 ch	Q to Kt 2
12 B to Q 3 (B)	P t. P	40 Q to R 4	Q t. K P, and wins.
13 P t. P	Kt to Kt 5		
14 Castles	P to Q R 3(C)		
15 Kt to B 3	Kt t. B		
16 Q t. Kt	Q to Kt 5		
17 KRtoQBsq(f)(D)	Q t. Kt P		
18 Q R to Kt sq	Q to R 6		
19 R to B 2 (E)	B to R 5 (!)		
20 K R to B sq	B to Kt 4		
21 Q to B 2 (F)	Castles		
22 R to Kt 3	Q to R 4		
23 Kt to Kt 5	P to Kt 3		
24 Q to B 2	P to R 3		
25 Kt to B 3	B to R 5		
26 Q to R 4 (G)	K to R 2		
27 Q to R 3 (H)	B t. R		
28 P t. B	R to B 3		

[The notes are by the Editor.]

(A) The exchange of the Bishop for the King's Knight before advancing the King's Pawn seems to give the best form of attack in this dull Opening.

(B) 12 B to K 2 is probably better.

(C) Threatening to win the exchange after changing Knight for Bishop.

(D) Mr. Lee is a very ingenious and attacking player, but he must have failed to look into the posi-

tion carefully, or he would have seen that the Queen's Knight's Pawn cannot be left unguarded. The attack on the Queen that follows the capture is quite illusory.

(E) It is impossible to find a satisfactory move. The one in the text is not good, but I have failed to find any that is so. 19 Q to Q 2, Kt to B 5, 20 Q to K sq seems to be the least objectionable.

(F) 21 Q to Q 2, and if Kt to B 5, 22 Q to K sq were certainly better than the text move, which leaves the Knight pinned.

(G) The game being hopeless, White attempts a futile attack on the King, which can come to nothing.

(H) The check with the Knight is evidently useless. This move indirectly guards the Queen's Knight.

(I) This and the following move are mere desperation.

(J) Mr. Fisher carries caution to excess; there was no objection to taking the Queen's Knight with Rook, as White would be mated before he could make anything of his reckless attack.

(K) A wise precaution that destroys all possibility of success to White's onslaught.

(L) 37 Q to B 2 at once would have saved time.

Game 254.

IRREGULAR OPENING.

White.	Black.	White.	Black.
F. S. ENSOR.	B. W. FISHER.		
1 K Kt to B 3	Q Kt to B 3(?)	23 R to Kt 3	B to B 4
2 P to Q 4	P to Q 4	24 P to K 3	R to Q Kt sq
3 P to B 4	P to K 3	25 R to Q 3 ch	K to B 2
4 P to B 5	Kt to B 3	26 R to Q B sq	R to Kt 7 ch
5 Kt to B 3	B to K 2	27 K to K sq (?) (D)	K to Kt 3
6 B to B 4 (?) (A)	Kt to K R 4	28 P to R 3 (E)	P to R 5
7 B to Kt 3	B to B 3	29 Q R to B 3	R to Kt 4
8 Kt to Q Kt 5	Kt t. B	30 P to Kt 4	P to B 3
9 R P t. Kt	P to K 4	31 P to K 4 (?) (F)	R to K sq
10 P t. P	Kt t. P	32 K to B sq	R to K 3
11 Q t. P (B)	Kt t. Kt ch	33 K to Kt sq (?)	R to Q 3
12 Kt P t. Kt	B t. P	34 P to K 5	P t. P
13 Q t. Q ch	K t. Q	35 P t. P	R to K 3
14 R to Q sq ch	K to K 2	36 R to K sq	R to Kt 7
15 B to Kt 2	P to Q B 3	37 R to B 3	B to Q 5 (G)
16 Kt to Q 6	B to Q R 6	38 R to B 7	R t. K P
17 R to Q Kt sq	P to Q Kt 4	39 R to Q sq	B to B 4
18 P t. P e.p. (C)	K t. Kt	40 K R to Q 7	B t. R P (H)
19 P to Kt 7	R to Q Kt sq	41 R t. P	R to K Kt 4
20 P t. B becomes Kt ch	Q R t. Kt	42 R to K R 7	R t. Kt P
21 P to B 4	P to Q R 4	43 R t. P	R to B 7
22 K to Q 2	P to R 3	44 R to Q 3	B to Kt 5
		45 R to Q sq	P to R 6
		46 R to Q R sq	K to Kt 4

White.	Black.
47 R to B 6	K to R 5 (?)
48 K to B sq	K R to Q B 5
49 B to B 3	K to R 4
50 B to K 2	R to B 4
51 R to Q 6	R to B 8 ch
52 R to Q sq	R t. R (Q sq) ch
53 B t. R	R to B 6
54 K to K 2	R to R 6
55 B to B 2	R to R 7 (P)
56 B to K 4	P to B 4
57 B to Q 5	K to Kt 4
58 R to Q B sq	R to R 5
59 B to R 2	P to B 5
60 R to B 2	R to K 5 ch
61 K to B 3	R to Q 5
62 K to K 2	B to B 4
63 P to B 3	K to Kt 5
64 K to K sq	R to R 5
65 K to K 2	R to R 7 ch
66 K to Q sq	R to R 8 ch
67 K to K 2	P to B 6
68 B to K 6 (I)	B to Q 3
69 B to Q 5	B to B 5
70 B to R 2	B to B 8
71 B to Q 5	B to Kt 7
72 P to B 4	K to B 4
73 B to Kt 3	K to Q 5
74 K to B 3 (J)	R to Q B 8
75 R to K 2 (K)	R to B 8 ch (L)
76 K to Kt 3	B to B 8
77 R to Q R 2 (M)	B to Kt 7 (!) (N)
78 K to Kt 4	R to Q R 8 (!)
Resigns. (O)	

[The notes are by the Editor.]

(A) A mistaken ally, which enables Black at once to free his King's Knight and Bishop, and so escape from the trammels of his incorrect Opening. 6 P to K 3 was the right move.

(B) This move only results in a series of exchanges, and a premature break up of the position, before White has developed at all on his King's side. It was, however, almost a necessary result of the previous play.

(C) This is ingeniously played, and White recovers the piece sacri-

ficed without loss, but at the same time without advantage. The following line of play seems sound and better:

18 P to K B 4	B to Q 2
19 Kt to K 4	P to B 4
20 R to Kt 3	P to Kt 5
21 Kt to Kt 5	P to R 3
22 Kt to B 3, followed by Kt to K 5, with a good game.	

If:

20	B to B 8
21 Castles	P t. Kt
22 R t. B, and Black's King's Pawn is lost.	

(D) Interposing the Rook was safer. The move made endangers the Queen's Rook's Pawn, after the loss of which White can only play for a draw, with many chances of defeat.

(E) To prevent the check of the Bishop. The Pawn can now be stopped, and its ultimate loss be calculated on.

(F) The advance of this Pawn is weak. Considering the inherent weakness of his Queen's side, White should have taken the opportunity that was here open for forcing an immediate draw:

31 B to B sq	R to R 4
32 R to Kt sq ch	K to B 2
33 R (Kt sq) to B sq	K to Kt 3 or Q 3
34 R to Kt sq or Q sq ch, &c.	

(G) Black has taken full advantage of some weak moves, and must now win the centre Pawn.

(H) The gain of a Pawn on the King's side in no way makes up to White for the loss of this important Pawn. With two passed Pawns Black can now play to win, in spite of the Bishops of opposite colours.

(I) 68 K to Q 3 seems to offer better hopes of a draw. If:

68	R to Q 8 ch
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69 K to K 2 R to Q 5
 70 B to K 6 R to Q 3
 71 B to R 2, and Black is no nearer his object.

(J) Here 74 P to B 5 would not save the game :

74 K to K 4 (!)
 75 B to K 6 R to R 4
 76 K to Q 3 R t. P, wins.

(K) 75 R to B 2 is no better :

75 P to B 7 (!)
 76 P to B 5 K to Q 6, wins.

(L) 75 P to B 7, as in the preceding variation, would win, but Mr. Fisher's plan of operations

is very neat, and equally wins by force.

(M) Hoping to get the Rook's Pawn and draw, if Black takes Bishop's Pawn with either Bishop or Rook.

(N) Black finishes off the game very neatly. Having shut up the Rook he can win in any way, but he winds up like an artist.

(O) For if:

79 R t. R (best)	B t. R
80 P to B 5	P to R 7
81 P to B 6	B to Kt 7
82 P to B 7	B to R 6, and wins.

Game 255.

ENGLISH OPENING.

White.	Black.
G. A. MacDONNELL.	G. H. D. GOSSIP.
1 P to Q B 4	P to K 3
2 Kt to Q B 3	Kt to K B 3
3 P to K 3	P to Q 4
4 P to Q 4	B to Kt 5
5 B to Q 2	Castles
6 Kt to B 3	P to B 4
7 P t. B P (?)	B t. P
8 R to Q B sq	P t. P
9 B t. P	Kt to B 3
10 P to Q R 3	P to Q Kt 3
11 Q to B 2	B to Kt 2
12 Kt to K 2	Kt to K 2
13 Kt to Kt 3	Kt to Kt 3
14 P to K R 4 (A)	B to Q 3
15 B to B 3 (?) (B)	B t. Kt at Kt 3
16 P t. B	Q to B 2 (!)
17 B t. Kt (C)	Q t. P ch
18 K to B sq	B t. Kt (!)
19 P to R 5 (D)	B t. R P
20 B to Q 4	B to Kt 5
21 R to K sq (?) (E)	Q R to B sq
22 P to R 4 (?) (F)	P to K 4
23 B t. Kt P	P t. B
24 Q to Kt 3	R to B 3
25 R to K 2	R to B 3 ch

White.	Black.
26 K to Kt sq	B t. R
27 B t. B	Q to K 8 ch (G)
Resigns.	

[The notes are by the Editor.]

(A) White would have done far better to Castle, rather than seek for attack, while his own King is exposed.

(B) 15 P to K R 5 would have been more consistent with his previous play, and better than this move, which leaves Black the initiative.

(C) Even now 17 P to R 5 would have been less disastrous.

(D) Too late.

(E) White's position is so forlorn that it is difficult to suggest a good move. The one made loses a piece.

(F) Saving one Bishop to lose the other.

(G) Mr. Gossip has taken full advantage of his fine position.

Game 256.

IRREGULAR OPENING.

White.	Black.	White.	Black.
C. J. LAMBERT.	G. A. MACDONNELL.		
1 Kt to K B 3	P to Q 4	29 R to Q B sq (F)	Kt t. B
2 P to Q 4	P to K 3	30 Q t. Q B P	R t. P
3 P to K 3	Kt to K B 3	31 Q t. Q	R t. Q
4 B to K 2 (A)	P to Q Kt 3	32 K to B sq	R to Q 8 ch
5 P to Q Kt 3	B to Kt 2	33 R t. R	Kt t. R
6 B to Kt 2	B to Q 3	34 K to K 2	Kt to Kt 7
7 Castles	Q Kt to Q 2	35 K to B 3	Kt to B 5
8 P to Q B 4 (B)	R to Q B sq	36 P to K 4	Kt t. P
9 Kt to B 3	P to Q R 3		Resigna.
10 R to Q B sq	Castles		
11 B to Q 3	Kt to K 5		[Notes from the <i>Morning Post</i> .]
12 Q to K 2	P to K B 4		(A) B to Q 3, as played by Zuker-
13 P to Q R 3	P to Q B 3		tort against Blackburne, is much
14 P to Q Kt 4	B to Q Kt sq		better.
15 R to B 2	R to B 3		(B) This advance seems now to
16 P t. P	K P t. P		be useless. Black might have taken
17 B t. P (C)	B t. B		the Pawn with the superior posi-
18 Q t. B	Kt t. Kt		tion.
19 R t. Kt	P to Q Kt 4		(C) The sacrifice of this Pawn
20 K R to B sq	Kt to Kt 3		was an ingenious trap, from the
21 Kt to K 5	B t. Kt		effects of falling into which White
22 P t. B	R to K 3		never recovers.
23 Q R to Q B 2	Kt to B 5		(D) Well played. Black threatens
24 Q to R 7	P to Q B 4 (D)		to win the Queen by R to Q B 2.
25 R to Q sq (E)	R to Q B 2		(E) The only move to save the
26 R t. P	Q t. R		game.
27 Q to Kt 8 ch	K to B 2		(F) To prevent mate. It was
28 Q t. R ch	K to Kt 3		impossible to save the Bishop.

Game 257.

RUY LOPEZ.

White.	Black.	White.	Black.
C. E. RANKEN.	I. GUNSBURG.		
1 P to K 4	P to K 4	8 P t. Kt	Kt P t. P
2 Kt to K B 3	Kt to Q B 3	9 B to K 2 (B)	P t. Kt
3 B to Kt 5	Kt to B 3	10 B t. P	P to Q 4
4 Kt to B 3	B to Kt 5	11 P to Q 4	R to K sq
5 Castles	Castles	12 B to K 3	P to K B 4
6 Kt to Q 5	Kt t. Kt	13 P to B 3	B to Q 3
7 P t. Kt	P to K 5 (A)	14 Q to Q 2	R to Q Kt sq
		15 P to Q Kt 4 (C)	B to R 3

White.	Black.
16 K R to K sq	Q to B 3
17 B to B 4	B t. B
18 Q t. B	P to Kt 4 (D)
19 Q to Q 2	P to Kt 5
20 B to K 2	B t. B
21 R t. B	R to K 5
22 P to B 3	P t. P
23 P t. P	R t. R
24 Q t. R	Q to Kt 3 ch
25 K to R sq	R to K sq
26 Q to Q 2	K to R sq
27 R to Kt sq (E)	Q to K 3
28 Q to B 4	R to K 2
29 Q to Kt 5	Q to B 2
30 Q to R 6	R to K 3
31 Q to R 4	P to K R 3
32 R to K sq	R t. R ch
33 Q t. R	K to Kt 2
34 Q to K 5 ch	K to Kt 3
35 P to K B 4	Q to Q 2
36 K to Kt 2	K to B 2
37 K to Kt 3	K to Kt 3
38 P to K R 4	Q to B 2
39 P to Q R 4	K to R 2
40 P to Q R 5	K to Kt sq
41 Q to K 2	K to B sq
42 P to R 5	Q to K sq (F)
43 Q t. Q ch	K t. Q
44 P to R 6	K to Q 2
45 K to B 3	K to K 3
46 K to K 3	K to Q 3
47 K to Q 3	K to K 3
48 K to B 2	K to Q 3
49 K to Kt 2	K to Q 2
50 K to Kt 3	K to Q 3
51 P to B 4	K to Q 2 (G)
52 P t. P (H)	P t. P
53 P to Kt 5	K to K 3
54 K to R 4	K to Q 2
55 K to R 5	K to K 3

Drawn game.

[The notes are by the Rev. C. E. Ranken.]

(A) A novelty, the merits of which further testing must decide.

(B) Much better than either B t. P, Q to K 2, or Kt to Q 4; the Bishop, however, may retire to Rook's fourth with at least equal advantage.

(C) An important move for the end-game, preventing Black from undoubling his Pawns.

(D) Mr. Gunsberg afterwards thought the advance of this Pawn weak; it leaves White at any rate but one reply to avoid the loss of a piece.

(E) The exchanges have been in White's favour, and he has now rather the best of it, but, owing to his opponent's accurate defence, the advantage comes to nothing. The manœuvring for position from this point is very interesting.

(F) A crucial experiment. Black had a safe draw by simply moving about his King, and in venturing on the exchange of Queens he apparently incurred not a little risk. With proper play, however, there was no danger, as White could never break through.

(G) For the sake of young players we may observe that had Black now taken the Pawn he would have lost the game.

(H) P to B 5 yields no better result.

Game 258.

IRREGULAR OPENING.

White.	Black.		
I. GUNSBERG.	T. H. PIPER.	17 P t. P	P t. P
1 P to Q 4	P to K 3	18 R t. R	B t. R
2 Kt to K B 3	P to Q 4	19 P to B 5	B to B 4
3 P to K 3	Kt to K B 3	20 Kt to B 3	Kt to Kt 3
4 B to K 2	B to K 2	21 B t. P	Kt t. P
5 Castles	Castles	22 Kt t. Kt	Q t. B ch, and wins.
6 P to B 4	P to B 4		
7 P to Q Kt 3	P to Q Kt 3		
8 B to Kt 2	B to Kt 2		
9 Kt to Q 2	Kt to Q 2		
10 R to B sq	R to B sq		
11 Kt to K 5	Kt t. Kt		
12 P t. Kt	Kt to Q 2		
13 P t. P	P t. P		
14 P to B 4	R to K sq		
15 B to Q 3	Kt to B sq		
16 Q to Kt 4	R to B 2 (?) (A)		
17 R to K B 3 (!)	B to B sq		
18 P to B 5	B to Kt 4		
19 R to Kt 3	B to K R 3		
20 Q to R 5	K to R sq		
21 P to K 6	P t. P (?) (B)		
22 Q t. B	P to Q 5		
23 Q to R 5	P to K 4		
24 P t. P	K P t. P		
25 Kt to K 4	R to K 4		
26 Kt to Kt 5	Q to K 2		
27 Kt t. P (!) (C)	Kt t. Kt		
28 Q t. Kt ch (!)	K t. Q		
29 P to B 6 dis. ch	K to R sq		
30 P t. Q	Q R t. P		
31 B t. P (!)	R to Q 4		
32 R to B sq (!)	K to Kt sq (?) (D)		
33 B to B 4	Resigns.		

[The notes are by the Editor.]

(A) The game has been well and carefully played by both. This, however, appears to be a weak move, which subjects Black to a strong attack. 16 . . . P to Q 5 would prevent R to K B 3, and seems safe. If P t. P the following continuation is a likely one:—

(B) Black's last two moves were forced. The move now made loses a piece. Had he here played P to K B 3 Mr. Gunsberg had prepared the following neat continuation: 21 . . . P to B 3, 22 B to Kt 5 (!) either R to K 2, 23 Q t. B (!), and wins. The only move to save the game is 21 P to Q 5 (!), when White thought he ought to win by Kt to B 4. The position is very difficult and complicated, but I do not see any certain victory.

22 Kt to B 4 B P t. P

If:

23 Kt to K 5 K P t. P
24 Kt to B 7 ch R t. Kt
25 Q t. R R t. P,

and Black has two Pawns for the lost exchange. White at the 23rd move may institute a violent attack by the sacrifice of the Queen for Bishop, but with careful defence it should come to nothing. If:

23 R to K B sq K P t. P
24 K B t. P B t. B
25 R t. B Kt to Kt 3,

and Black is safe.

(C) Very ingeniously played. If Black now checks with Rook, White wins by K to B 2. The capture of the Knight is compulsory.

(D) This is immediately fatal, but the game was not to be saved. 32 R to Q square was the only move, in reply to which 33 B to Kt 2 leaves White with an easy game.

Game 250.

RUY LOPEZ.

White.	Black.
I. GUNSBERG.	W. M. GATTIE.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	Kt to B 3
4 P to Q 4	Kt t. K P
5 Castles	P to Q R 3 (A)
6 B t. Kt	Q P t. B (B)
7 R to K sq (C)	Kt to B 3
8 B to Kt 5	B to K 2
9 Kt to B 3	Castles (D)
10 P t. P	Kt to Q 4 (E)
11 Kt t. Kt	B t. B
12 Kt t. B (F)	P t. Kt
13 P to K B 4	P to R 3
14 Kt to B 3	B to Kt 5
15 R to K 3	P to Q B 3
16 Q to Q 4	Q to K 2 (G)
17 R to K B sq (H)	Q R to Q sq
18 Q to Kt 6 (!)	R to Q 2 (I)
19 Kt to Q 4	P to Q B 4
20 R to K Kt 3 (J)	P t. Kt (K)
21 R t. B	Q to K 3 (!)
22 Q t. Q	P t. Q
23 R to Q sq	R to Q B 2
24 R t. Q P	R t. Q B P
25 R to Kt 4	P to Q Kt 4
26 P to Q R 4 (?)	R to B 5
27 R t. R	Kt P t. R
28 R to Kt 6	K to B 2
29 P to B 5	R to K sq
30 K to B 2	P to Q R 4 (L)
31 K to K 3	P t. P
32 R to Kt 6	R t. P ch
33 K to Q 4	R to K 7
34 K t. P	R t. K Kt P
35 K t. P	R to B 7 ch (M)
36 K to Q 4 (N)	R t. R P
37 K to K 5	R to K B 7 (O)
38 P to Kt 4	P t. P
39 R t. P	K to Kt 3
40 P to R 5	K to Kt 4
41 R to Q R 4	R to K 7 ch
42 K to Q 6	R to K sq
43 P to R 6	P to B 5
44 P to R 7	R to Q R sq
45 K to B 7	K to Kt 5

White.	Black.
46 K to Kt 7	R t. P ch
47 R t. R	P to Kt 4
48 K to B 6	P to B 6
49 K to Q 5	P to B 7
50 R to K B 7	K to Kt 6
51 K to K 4	K to Kt 7
Resigns.	

(A) The customary move is 5 B to K 2. The move in the text was played by Rosenthal in his match with Zukertort, who replied with 6 B to Q 3, and by Zukertort against Winawer in the Major Tournament, when the latter proceeded as in the text. But little has hitherto been done towards analysing the many beautiful variations to which it gives rise, and it was for this reason selected by Black, so as to neutralise as far as possible the greater book-knowledge of his antagonist.

(B) If 6 Kt P t. B, White replies with 7 Q to K 2, with the better game.

(C) 7 Q to K 2, as played by Winawer against Zukertort, seems inferior, as the attack on the King's flank which it initiates cannot be maintained. The defence 7 B to K B 4 adopted by Zukertort is untenable in the present variation, as White's Queen's Pawn is now doubly guarded by Queen and Knight.

(D) Theoretically speaking the Queen's Pawn might, perhaps, have been safely captured, but this course was fraught with dangers in actual play, and would have afforded full scope to Mr. Gunsberg's talent for attacking combinations.

(E) Offering the sacrifice of the doubled Pawn in preference to the cramping move 10 Kt to Q 2.

(F) Mr. Guest has given in the *Morning Post* the following as a probable continuation had White taken the Queen's Bishop's Pawn:

12 Kt t. P	R to Kt sq
13 Kt t. B	Q t. K Kt
14 P to K 6	Q to K 2
15 P t. P ch	Q t. P
16 Q to Q 6	Q t. K B P ch,

and Black has the better game. The question whether the Pawn could be taken was most difficult to decide, and Mr. Gunsberg, when subsequently playing over the game, informed me that he had had no intention of doing so. I venture to think, however, after a very careful examination, that the following line of play would have yielded White a decisive advantage:

12 Kt t. P	R to Kt sq
13 P to K 6 (!)	B to K 2,

the only move to avoid immediate loss. Of course, if 13 . . . B to B 3, 14 Q t. Q, and 15 P to K 7. Again, if 13 . . . Q t. Kt, 14 Kt t. B, P to B 3 (?), 15 P to K 7, R to K sq, 16 Q to R 5, and wins. And if 13 Q t. Q, 14 Q R t. Q, B to K 2, 15 P t. P ch, K t. P, 16 Kt to Q 4, and the Queen's Knight will very shortly effect his escape.

14 P t. P ch	K t. P
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If 14 R t. P, 15 Kt to K 6

15 Kt to K 5 ch	K to Kt sq
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16 Q to K 2 (!)	Q to Q 5.
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If 16 . . . Q t. Kt, 17 Q to B 4 ch, K to R sq, 18 Kt to B 7 ch, R t. Kt, 19 Q t. R, and wins.

17 Kt t. R P

(or, perhaps better, 17 Q R to Q sq, and 18 Kt to Q 7), and White must win. These variations seem to show that Black cannot attempt to obtain value for his Pawn by capturing or keeping in duress the Queen's Knight without compromising his game.

(G) Preparing the advance of the Queen's Bishop's Pawn.

(H) Intending shortly to open a vigorous attack upon the Black King's quarters.

(I) Making way for the King's Rook. White evidently intends to play the Knight to Q 4, the square just vacated by the Queen. Black contemplates driving the Knight away by P to Q B 4, and continuing with R to B sq and R to B 3.

(J) Overlooking the resource in Black's 21st move. His best play was probably 20 Kt to Kt 3, when the game might have proceeded thus:

20 Kt to Kt 3	R to B sq
21 R to Kt 3	R to B 3
22 Q to R 4	B to B 4,

and whether White defend or move the Queen's Bishop's Pawn I prefer Black's game. If 23 R to B 3 (?), Black answers with 23 . . . P to Q Kt 4.

(K) This and Black's next move force the exchange of Queens and leave him with a winning advantage of position for the end-game. Mr. Gunsberg had expected 20 . . . B to K 3, in which case he intended to proceed with 21 P to B 5, P t. Kt, 22 P to B 6—a line of play which, if not thoroughly sound, at least leads to some fine and instructive situations.

(L) If 30 . . . P to Q 5, 31 R to Kt 4.

(M) With the object of gaining a move.

(N) If:

36 K to Kt 5	R t. Kt P ch
37 K t. P	R t. P,

and Black wins.

(O) 37 . . . P to B 5 would also have won, but less easily, *e.g.*:

37	P to B 5	43 K to R 4	R to Kt 4
38 K t. P	R to R 5 ch	44 K to Kt 4,	
39 K to B 5	R t. P	and Black will ultimately be set	
40 R to Kt 7 ch	K to Kt sq	the difficult task of winning with	
41 K to Kt 6	R to K Kt 5 ch	Rook and two Pawns against Rook.	
42 K to R 5	R to Kt 4 ch	(See Game 25 in Section I.)	

Game 260.

IRREGULAR OPENING.

White.	Black.	White.	Black.
1. GUNSBERG.	F. HUNTER.		
1 P to Q 4	P to K B 4	21 P to Kt 3	Q to R 6
2 P to Q B 4	P to K 3	22 Kt to K sq	B to R 4
3 Kt to K B 3	Kt to K B 3	23 Kt (K sq) to B 3	Kt to K 5
4 P to K 3	B to K 2	24 P to K Kt 4 (!)(C)	B t. Kt P (D)
5 B to Q 3	Castles	25 Kt t. K B	Kt t. Kt (E)
6 Castles	P to B 3	26 Kt t. B	Kt to K 5
7 P to Q Kt 3	P to Q 4	27 Q to B 3, and wins.	
8 B to Kt 2	Kt to K 5		
9 Q Kt to Q 2	Kt to Q 2	[The notes are by the Editor.]	
10 Kt to K sq	B to Kt 4 (A)	(A) 10 B to Q Kt 5 seems more	
11 Kt to B 2	Kt to Kt 3 (F)	useful.	
	(B)	(B) A weak move, as the Knight	
12 B t. Kt	B P t. B	has no future from this square, and	
13 P to B 3	P t. P	only returns on the 17th move	
14 R t. P	R t. R	whence he came.	
15 Q t. R	Q to B 3	(C) A very elegant move.	
16 Q to K 2	Q to R 3	(D) If the Bishop retreat, 25 Kt	
17 R to K B sq	Kt to Q 2	t. B, Kt t. Kt, 26 Q to B 2 (!) wins.	
18 Kt to B 3	Kt to B 3	(E) 25 B t. Q is best, but loses	
19 B to R 3	B to Q 2	two pieces for Rook.	
20 Kt to K 5	B to K sq		

Game 261.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. I. MINCHIN.	1. GUNSBERG.		
1 Kt to K B 3	P to K 3	7 P to Q B 4	B to Kt 2 (A)
2 P to Q 4	P to Q 4	8 B P t. P	Kt t. P (B)
3 P to K 3	Kt to K B 3	9 B to Kt 2	P to K B 3 (C)
4 B to K 2	P to Q B 4	10 Kt to B 3	P t. P
5 Castles	Kt to Q B 3	11 Kt t. Kt	Q t. Kt
6 P to Q Kt 3	P to Q Kt 3	12 B to B 4	Q to Q 2
		13 Kt t. P	Kt t. Kt

White.	Black.
14 B t. Kt	P to QKt4(D)
15 Q to R 5 ch (!)	P to K Kt 3
16 Q t. Q Kt P	B to B 3
17 Q to Q R 5	K to B 2
18 K R to Q sq	Q to K 2 (E)
19 Q R to B sq (!)	K B to Kt 2
20 B to B 5 (F)	Q to Kt 2
21 B to R 6	Q to Kt sq
22 R to Q 6	B to Q 4
23 R to Q 7 ch	K to Kt sq
24 R to Q B 7	Q to K sq
25 B to Q 4 (G)	B to B sq
26 B t. B P	P to R 4
27 B t. R	K t. B
28 Q to B 3 ch	P to K 4
29 R to B 8	R t. R
30 Q t. R	Q to B 2
31 B to B 4	B t. B
32 R t. B	P to K 5 (H)
33 R to B 7	Q to B 3
34 P to Kt 3	P to R 5
35 Q to Q 7 (I)	B to Kt 2
36 Q t. B ch	Q t. Q
37 R t. Q	K t. R
38 P t. P	K to B 3
39 K to Kt 2	K to K 4
40 K to Kt 3	K to B 4
41 P to Kt 4	Resigns.

(A) Black should have first developed the King's Bishop at King's second or Queen's third.

(B) 8 P t. P would have been better.

(C) Black's delay in developing his King's Bishop has already given him the inferior game, and the present move does not tend to mend matters. 9 Kt to B 3 was perhaps his best play. If 9 B to K 2, 10 P t. P, B to B 3, 11 B t. B, Q t. B, 12 Kt to R 3 [12 Q

Kt to Q 2, Kt to B 6, 13 Q to K sq, Kt to Kt 5, with the advantage], Kt to B 6, 13 Q to K sq, P t. P, 14 Kt to Kt 5, with the better game.

(D) A blunder. It is difficult, however, to find a thoroughly satisfactory defence for Black. If 14 B to K 2, 15 Q to Kt 4, K to B 2, 16 K R to Q sq. If 14 P to K 4, then:

15 B to Kt 2	Q t. Q
(If 15 Q to B 3, 16 Q to Kt 4)	
16 K R t. Q	R to Q B sq
17 Q R to B sq	B to B 4
18 P to Q Kt 4	B to K 2 (!)
19 B to K 6	R t. R
20 R t. R	B to Q sq

(If 20 B to Q 3, 21 B to Q 5, B to R 3, 22 P to Kt 5, &c.)

21 P to Kt 5 K to K 2
22 B to Kt 3, and White has the better game. Probably Black's best play was 14 B to Q 4, followed by 15 P to K 4, if White retreated the Bishop to Q 3.

(E) If 18 Q to Kt 2, 19 B to R 6.

(F) Well played. From this point to the end of the game Mr. Minchin plays in fine style, never allowing his opponent a moment's respite.

(G) 25 B to K 7 was still stronger.

(H) Probably played in the desperate hope of obtaining a perpetual check at King's Bishop's sixth and Queen's eighth.

(I) Quite conclusive.

Game 262.

PONZIANI.

White.	Black.	White.	Black.
F. S. ENSOR.	I. GUNSBURG.		
1 P to K 4	P to K 4	23 Kt to B 2	Kt t. R
2 Kt to K B 3	Kt to Q B 3	24 R t. Kt	Q R to Q sq
3 P to B 3	P to Q 4	25 Kt to K sq	P to Kt 5
4 B to Kt 5	P to B 3	26 P t. P	B t. P
5 Q to R 4	Kt to K 2	27 Kt to B 2	B t. Kt
6 Castles	P t. P	28 P t. B	R to Q 6
7 Q t. K P	B to B 4	29 B to B 5	K R to Q sq
8 Q to K 2 (A)	P to Q R 3	30 Kt to K 3	Rt. P, and wins.
9 B t. Kt ch	Kt t. B		
10 P to Q 4	B to K 2		
11 Q to B 4 (R)	P t. P		
12 P t. P	Kt to Kt 5 (!)		
13 Kt to K sq	Q to Q 2		
14 P to Q R 3	P to Q Kt 4		
15 Q to K 2	Kt to B 3 (C)		
16 Q to B 3	Castles K R		
17 P to Q 5	Kt to Q 5		
18 Q to Q sq	Q t. P		
19 Kt to Q B 3	Q to B 5		
20 B to K 3	Kt to Kt 6		
21 Q to Q 5 ch (D)	B to K 3 (!)		
22 Q t. Q	B t. Q		

[The notes are by the Editor.]

(A) White would get a cramped game by here doubling Black's Pawn, e.g.: 8 B t. Kt ch, P t. B, 9 Q to Q R 4, B to Q 6, 10 R to K sq, P to K 5, 11 Kt to Q 4, Q to Q 2.

(B) If 11 P t. P (?), B to Q 6 (!)

(C) The Queen's Pawn must now be lost.

(D) This loses the exchange at least. 21 R to R 2, however servile, seems a feasible defence.

Game 263.

RUY LOPEZ.

White.	Black.	White.	Black.
J. WEST.	I. GUNSBURG.		
1 P to K 4	P to K 4	14 P to Q R 3 (B)	P t. B
2 Kt to K B 3	Kt to Q B 3	15 P t. B	Q t. P
3 B to Kt 5	Kt to B 3	16 Q t. P	Q to Kt 3
4 Kt to B 3	B to Kt 5	17 P to Q 3	P to B 5 (!)
5 Castles	Castles	18 P to B 3	Q to Kt 3
6 Kt to Q 5	Kt t. Kt	19 Q to B 2	P to Q 3
7 P t. Kt	Kt to Q 5	20 B to Q 2	B to R 6
8 Kt t. Kt	P t. Kt	21 B to K sq	Q R to K sq
9 Q to Kt 4	P to Q B 4	22 R to B 2 (C)	B to B 4
10 P to Q B 4	P to B 4	23 R to Q 2	R to K 6
11 Q to R 5	Q to Q R 4 (A)	24 Q R to Q sq	R t. B P
12 Q to Q sq	P to Q R 3	25 B to R 4	R to K 6
13 B to R 4	P to Q Kt 4	26 B to B 2	P to B 6 (!)
		27 B to Kt 3 (D)	P t. P

White.	Black.
28 R to B 2 (E)	K R to K sq
29 R t. P	B t. P
30 Q to B sq	B to K 5
31 Q R to Q 2 (F)	B t. R
32 R t. B	R to K 7
33 B to B 2	Q to B 7
34 Q to B sq	R to B sq
35 P to Kt 3	P to Q 6
36 Q to R sq	P to Kt 3
Resigns.	

[The notes are by the Editor.]

(A) This move threatens to win the Bishop and also attacks the Queen's Pawn, and thus compels the White Queen to return home.

(B) White might safely here retreat his Bishop to Kt 3, threatening P to Q R 3 and B to R 2, which would win the Bishop. In that case Black's safest course would have been also to retreat his Queen home, and neither side would have much advantage in development.

(C) White cannot take the Queen's Rook's Pawn with advantage. He would lose at least the exchange by B to B 4 and R to K 6, as actually played, only with more effect.

(D) It is quite clear that taking the Rook would cost a piece.

(E) White would speedily lose by taking the Queen's Pawn:

28 B t. P	B t. P
29 R t. B	R to B 8 ch
30 R t. R	Pt. R, queensch
31 K t. Q	R t. R
32 Q to K 2 (best)	Q to B 3 ch
33 K moves	R to K 6, and wins.

(F) White is mated if he attempt to save the Rook—*e.g.*:

31 R to B 2	R t. B ch
32 P t. R	Q t. P ch
33 K to B sq	Q to R 6 ch,

forcing mate in a few moves.

Game 261.

FOUR KNIGHTS' GAME.

White.	Black.	White.	Black.
G. H. D. GOSSIP.	C. E. RANKEN.		
1 P to K 4	P to K 4	17 Kt to K 5	Kt to Q 2
2 Kt to K B 3	Kt to Q B 3	18 Kt to B 3	P to B 3
3 Kt to B 3	Kt to B 3	19 P to B 5	B to B 2
4 B to Kt 5	Kt to Q 5 (A)	20 Q to Q 3	B to R 4
5 Kt t. P (B)	Kt t. P	21 P to Q Kt 4	B t. Kt
6 B to B 4	Kt to Q 3 (C)	22 R t. B	P to Q R 3
7 B to Kt 3	Kt t. B	23 P to K R 3	Q to R 5
8 R P t. Kt	B to K 2	24 K to R 2	Q to R 4
9 Castles	Castles	25 R to Kt 3	P to R 3
10 P to Q 4	Kt to K sq	26 B to Q 2	Kt to B 3
11 P to B 4	P to Q 3	27 Q to K B 3	Q to B 2
12 Kt to B 3	P to K B 4	28 Q to Q 3	Kt to K 5
13 Kt to Q 5	B to B 3	29 R to B 3	Q R to K sq
14 B to K 3	B to K 3	30 Q R to K B sq	R to K 3
15 Kt t. B ch	Kt t. Kt	31 B to B sq	K R to K sq
16 P to B 4	P to Q 4	32 P to Q Kt 3	P to K Kt 3
		33 K to R sq	Q to K 2

White.	Black.
34 K to R 2	Kt to B 3
35 B to Q 2	R to K 7
36 QR(fr. Bsq)toB2	R t. R
37 R t. R	K to B 2
38 K to Kt sq	Q to K 5
39 Q to Q B 3	Q to Kt8ch(D)
40 R to B sq	Q to R 7
41 R to Q R sq	Kt to K 5
42 R t. Q	Kt t. Q
43 B t. Kt	R to K 5
44 R to K B 2	R to K 6
45 R to B 3	R t. R
46 P t. R	K to K 3
47 K to B 2	K to Q 2
48 K to K 3	K to R 2
49 B to K sq	K to Kt sq
50 B to K R 4	K to B 2
51 B to B 6	K to Kt sq
52 B to Kt 7	P to R 4
53 K to B 2	K to B sq

White.	Black.
54 K to Kt 3	K to Q 2
55 K to R 4	K to K 2
56 K to Kt 5	K to B 2
57 B to K 5	Resigns.

[Notes by Mr. Gossip.]

(A) Inferior to B to Kt 5, the Double Ruy Lopez.

(B) B to B 4 or Castles is generally played here.

(C) The tempting move of 6 Q to K Kt 4 would not have resulted advantageously for Black, as White would not have captured the Pawn with the Bishop, checking on the next move, but simply have taken the Knight with the Knight.

(D) A fatal slip, as the Queen is now trapped. Black had the preferable game up to this point.

Game 265.

FRENCH GAME.

White.	Black.	White.	Black.
G. H. D. GOSSIP.	T. H. PIERCE.	23 P to Q B 3	Kt to B sq
1 P to K 4	P to K 3	24 Q to Q 2	Q to B 2
2 P to Q 4	P to Q 4	25 P to K B 4	Q to Q sq
3 P t. P	P t. P	26 R to K sq	Q to K sq
4 Kt to K B 3	Kt to K B 3	27 R t. R	Q t. R
5 B to Q 3	B to Q 3	28 K to B 2	Kt to K 3
6 Castles	Castles	29 Q to K 3	P to K Kt 3
7 Kt to B 3	P to B 3	30 B to Q 3	Q to Q 3
8 B to K Kt 5	P to K R 3	31 Q to K 5	Q t. Q
9 B to R 4	B to K Kt 5	32 B P t. Q	Kt to Q 2
10 P to K R 3	B t. Kt	33 K to B 3	P to R 3
11 Q t. B	Q Kt to Q 2	34 P to K R 4	P to Q B 4
12 P to K Kt 4	Q to B 2	35 Kt to K 2	K to Kt 2
13 P to Kt 5	P t. P	36 Kt to B 4	Kt t. Kt
14 B t. P	K R to K sq	37 K t. Kt	P to B 5
15 Q R to K sq	Q to Kt 3	38 B to B 2	K to B sq
16 Kt to K 2	Kt to K 5	39 K to Kt 5	K to Kt 2
17 B to K B 4	B t. B	40 B to Kt sq	Kt to B sq
18 Q t. B	R to K 3	41 P to Kt 3	Kt to K 3 ch
19 P to K B 3	K Kt to B 3	42 K to Kt 4	P to Q Kt 4
20 B to B 5	R to K 2	43 B to B 2	P to Kt 5
21 Kt to Kt 3	Q R to K sq	44 K to B 3 (!) (A)	P t. P
22 R t. R	R t. R	45 K to K 3	Kt to B 2

White.	Black.	White.	Black.
46 P t. P	P t. P	59 K to R 5	Kt t. P
47 B to K 4	P to B 4	60 K t. P	
48 P t. P <i>e.p.</i> ch	K t. P	Drawn game.	
49 P to Q 5	Kt to Kt 4	[Notes by Mr. Gossip.]	
50 B to B 2	P to Kt 4 (B)	(A) The only possible move to	
51 P t. P ch (C)	K t. P	save the game.	
52 P to R 4	Kt to R 6	(B) As good, perhaps, as any-	
53 B to K 4	K to B 3	thing.	
54 K to Q 4	P to B 7	(C) A careful examination of the	
55 B t. P	Kt t. B ch	position will show that 51 P to R 5	
56 K t. P	K to K 2	would only have resulted in a	
57 K to B 5	K to Q 2	draw.	
58 K to Kt 6	Kt to Kt 5		

Game 206.

IRREGULAR OPENING.

White.	Black.	White.	Black.
W. M. GATTIE.	G. H. D. GOSSIP.		
1 Kt to K B 3	Kt to Q B 3 (?)	30 K R to K sq	K to Kt sq
2 P to Q 4	P to Q 4	31 R to Kt 2 (e)	K to B 2
3 P to K 3	P to K 3	32 R (fr. K sq) to K 2	Kt to B sq
4 P to B 4	B to Kt 5 ch	33 R to K sq	P to K Kt 3
5 Kt to B 3	Kt to B 3	34 R (fr. Kt 2) to K 2	K to Kt sq
6 P to Q R 3	B t. Kt ch	35 B to B 3	K to B 2
7 P t. B	Kt to K 5	36 Q to B 2 (f)	Q to B 2
8 Q to B 2	Castles	37 Kt to Kt sq (g)	Kt to K 3
9 B to Q 3	P to B 4	38 Kt to Q 2 (?)	Kt to Kt 2 (h)
10 Castles	K to R sq	39 P to K 4	B P t. P
11 Kt to K sq	Kt to K 2	40 P t. P	P t. P
12 P t. P	P t. P	41 B t. P (i)	B to B 4 (A)
13 P to Q B 4	P to B 3	42 Q to R 2 ch (B) (j)	K to B sq (!) (C)
14 P to B 3	Kt to Q 3	43 B to B 3 (D) (k)	R t. R
15 P to B 5	Kt to K sq	44 R t. R	R t. R
16 B to Kt 2	Kt to B 3	45 B t. R	Kt to Q 4 (l)
17 Q to B 3 (a)	B to K 3 (b)	46 Q to Kt 2 (?)	Q to K 2 (m)
18 Kt to B 2	Q to B 2	47 K to B sq	B to R 6 ch
19 P to Q R 4	P to Q R 3	48 K to K sq	B to Kt 5
20 P to R 5	Kt to Kt 3	49 Kt to Kt sq	Kt to K B 4
21 B to R 3	Q R to K sq	50 Q to Q 2	Q to K 5
22 Q to Kt 4	B to B sq	51 Q to Q 3	Q t. B ch (E)
23 Q R to K sq	Kt to Q 2	52 Q t. Q	B t. Q
24 B to Q B sq	Kt to B 3 (c)	53 K t. B	Kt t. B ch
25 B to Q 2	Kt to Q 2	54 Kt t. Kt	Kt t. P ch
26 Q to Kt sq	Kt to B 3	55 K to Q 3	Kt to K 3 (F)
27 R to K 2	R to B 2		(n)
28 Kt to R 3	Q to Q 2	56 Kt to K 4	K to K 2
29 P to Kt 3 (d)	K R to K 2	57 K to B 4	P to K R 3
		58 Kt to Q 6	Kt to Q sq

White.	Black.
59 K to Q 4	Kt to K 3 ch
60 K to B 4	Kt to Q sq
61 K to Q 4	KttoB2(G)(o)
62 Kt t. Kt (!)	K t. Kt
63 K to K 5	K to K 2
64 P to R 3 (!)	P to Kt 4
65 P to Kt 4 (p)	K to Q 2
66 K to B 6	KtoQsq(!)(H)
67 K to Kt 6	P to Kt 4 (I)
68 B P t. P <i>e.p.</i>	P to B 4
69 K to B 5	K to Q 2 (q)
70 K to K 4	K to Q 3
71 K to Q 3 (J)	K to Q 2
72 K to K 4	K to Q 3
73 K to B 5	K to Q 2
74 K to K 5	K to B 3
75 K to K 4 (r)	K to Q 3
76 K to Q 3	K to Q 2
77 K to B 3	K to Q 3
78 K to Kt 3	K to Q 2
79 P to Kt 7	K to B 2
80 P queens ch	K t. Q
81 K to B 4	K to Kt 2 (s)
82 K t. P	K to B 2

Drawn game.

[The notes are by Mr. G. H. D. Gossip.]

(A) The only possible move to avoid loss. In this extremely difficult and interesting position Black took twenty-five minutes for reflection before writing down his 41st move at the adjournment.

(B) Not so good as 42 Q to Kt 3 ch, or 42 R to K B sq, or 42 B t. B.

(C) Best.

(D) Unadvisable. The exchange of Bishops would have been better, followed by entrance of the White Knight into Black's game.

(E) Played hastily under pressure of the time limit. Black could here have won two Pawns and the game by 51 Q to R 8 ch, followed by 52 Q t. R P, and afterwards capturing the Knight's Pawn. By the move in the text, however, Black wins a clear Pawn, and ought with care to have won

rather easily. By winning this game he would have won the fifth prize. As it was he only drew it, and thus only tied for fifth prize with Mr. Ranken. Black was too eager to draw.

(F) A weak move, due somewhat to physical exhaustion. 55 Kt to Kt 6 must have won eventually with care, *e.g.*, 55 Kt to Kt 6, 56 K to B 4, Kt to Q 7 ch, 57 K to Q 3 or Q 4, Kt to B 8, winning another Pawn. As it was, Black nearly lost the game. The ending is excessively difficult.

(G) A dangerous move. Black hoped that his opponent would be tempted to take the Pawn with Knight, in which case he would have lost the game. White, however, selected the correct move.

(H) The only move.

(I) Again the only possible move to save the game.

(J) If 71 K to B 5, Black rejoins with 71 K to Q 2, and draws.

[Further notes by Mr. W. M. Gattie.]

(a) Q 2 was probably a better square for the Queen.

(b) 17 P to Q Kt 3 would have tended to free Black's game.

(c) Black cannot take the initiative in breaking through, and has nothing better than to await the course of events. At this point, as on several occasions during the game, Mr. Gossip proffered a draw.

(d) Providing against the entry of either of the Black Knights at White's K B 4, after the advance of the King's Pawn.

(e) Nothing but loss of time results from this change of plans. White should have proceeded at once with 31 B to B 3, and 32 B to B 2, preparatory to the advance of the King's Pawn and the subse-

2

quent entrance of the Knight at B 4.

(f) The advance of the King's Pawn at this juncture would probably have led to a general exchange, and ultimately to a drawn battle, the remaining Bishops being of opposite colours. White gains nothing, however, by the move in the text, and he would have done better to proceed with 36 B to B 2, *e.g.*:

36 B to B 2	Q to B 2, or (A)
37 P to K 4	B P t. P
38 P t. P	P t. P
39 Kt to B 4	K to Kt sq
40 Kt to Q 6	R to Q sq
41 B t. P, with a fine game.	

A.

36	K to Kt sq
37 P to K 4	B P t. P
38 P t. P	P t. P
39 Kt to B 4	Kt to Q 4
40 B to Kt 2,	

and again I much prefer White's game.

White might also have advantageously played 36 Q to R 2, which leads to many beautiful combinations of a character too complex to fall within the scope of these notes.

(g) The first of a series of weak moves by which White dissipates all his advantage, and eventually obtains a bad game.

(h) 38 Kt to Kt 4 is apparently stronger.

(i) This move was made by White under the impression that he could meet 41 B to B 4 by 42 Kt to B 4; it will be found, however, that this course would have resulted in the loss of the exchange.

(j) I doubt if White had at his command any move that was altogether satisfactory. If 42 Q to Kt 3 ch, K to B sq. 43 B to B 3, R t. R, 44 R t. R, R t. R, 45 B t. R, Q to K 2, 46 Q to Q sq, Kt to Q 4,

&c.; if 42 R to B sq, K to Kt sq; and if 42 B t. B, R t. R, winning the exchange. Perhaps his best play was 42 P to Q 5, which might have led to the following variation:—

42 P to Q 5	Kt t. B (!)
43 Kt t. Kt	
(43 P to Q 6, Kt t. Q P.)	
43	B t. Kt
44 R t. B (!)	R t. R
45 R t. R	P t. P (!)
(45 R t. R, 46 P to Q 6.)	
46 Q to B 2 ch	K to Kt sq
47 R t. R ch	Kt t. R
48 Q to Q 4, &c.	

(k) If 43 B t. B, Black may apparently play 43 R t. R with perfect safety.

(l) Well played.

(m) Leaving White but one move to avoid the loss of a piece.

(n) The course suggested for Black by Mr. Gossip was no doubt stronger than that actually selected, and would not improbably have resulted in his winning the game. The task would not, however, have been an easy one. Assume, for instance, after the moves given in note (F):

57 K to Q 4	Kt to B 8
58 K to K 5	K to K 2 (!)
59 Kt to K 4	Kt t. P
60 K to B 4	P to R 3
61 P to Kt 4,	

and Black has still a very difficult game to play.

(o) As will presently be seen, this move should with best play have proved fatal to Black.

(p) After many vicissitudes White had now a won game by playing 65 P to R 4. Thus:

65 P to R 4	P t. P (!)
66 P t. P	P to R 4, or (A)
67 K to B 5	K to Q sq (!)
68 K to Kt 5	P to Kt 4

69 B P t. P *e.p.* P to B 4
 70 K to B 5 K to Q 2
 71 K to K 4 K to Q 3
 72 K to Q 3 K to Q 2
 73 K to B 4 K to B 3
 74 P to Kt 7 K t. P
 75 K t. P K to B 2
 76 K to Q 5 K to Q 2
 77 K to K 5 K to B 3
 78 K to B 5, and wins.

A.

66 K to Q 2
 67 K to B 5 K to Q sq
 68 K to Kt 6 P to Kt 4
 69 B P t. P *e.p.* P to B 4
 70 K to B 5 K to Q 2
 71 K to K 5 K to B 3

(If 71 P to R 4, the position becomes in a move or two the same as in the variation already given.)

72 P to R 5, and wins.

The move in the text leads only to a draw. White, who did not at all

foresee the highly ingenious and scientific process elaborated by his opponent, thought that the game must be won by the advance of either Pawn, and selected the wrong one.

(q) The key to this and the following moves of the King lies in the fact that, when the White King is posted at Queen's Bishop's fourth and the Black King at Queen's Bishop's third, if Black have to move he will lose, but if White have to move the game is drawn.

(r) If:

75 P to Kt 7 K t. P
 76 K to Q 5 P to B 5 (!)
 77 K t. P K to B 3,

and Black wins.

(s) Of course 81 K to B 2 would lose.

Game 267.

VIENNA OPENING.

White.	Black.	White.	Black.
C. VON BARDELEBEN.	C. E. RANKEN.		
1 P to K 4	P to K 4	20 Q t. B	Q to Kt 4
2 Kt to Q B 3	Kt to Q B 3	21 Q to K 4 ch	Q to K 4
3 B to B 4	Kt to B 3	22 Q to Q Kt 4	K to B 2
4 P to Q 3	B to B 4 (A)	23 Q t. Kt P (H)	K R to K sq
5 B to K Kt 5	P to Q 3	24 Q to R 5	P to Q B 4
6 Kt to Q 5	B to K 3	25 Q to Q 2 (I)	Q to K 6 (J)
7 B t. Kt	P t. B	26 Q to R 5	Q to K 4
8 Q to R 5 (B)	Kt to Q 5 (C)	27 Q to R 4 (I)	R to K 2
9 Castles	P to Kt 4 (D)	28 Q to K R 4	Q to K 5
10 B to Kt 3	Kt t. B ch	29 Q to Kt 3	Q to K 4
11 R P t. Kt	B t. Kt (E)	30 Q to R 3	K to Kt 2
12 P t. B	K to K 2 (F)	31 K R to B sq (K)	Q R to K sq
13 Kt to K 2	Q to K Kt sq	32 Q to R 4	Q to Kt 4
14 P to Q 4 (!)	B to Kt 3	33 Q t. Q ch	P t. Q
15 P t. P	B P t. P	34 K to B sq (L)	R to K 7
16 Q to R 4 ch	P to B 3	35 R to Q 2	R to K 8 ch
17 P to K B 4	B to K 6 ch (G)	36 R t. R	R t. R ch
18 K to Kt sq	P t. P	37 R to Q sq	R to K 7
19 Kt t. P	B t. Kt	38 R to Q 2	R to Q 8 ch

Drawn game.

[The notes are by the Rev. C. E. Ranken.]

(A) As Black speedily gets into difficulties by allowing his Knight to be pinned, P to K R 3 would have been more prudent.

(B) Threatening to take the Queen's Bishop's Pawn with Knight check, and then Bishop with Bishop.

(C) Kt to Kt 5 were better.

(D) Weakening his Queen's flank: P to Q B 3 were better.

(E) Again P to B 3 was the right move: B t. P would not have been good on account of White's reply Q to B 3.

(F) It was still perhaps imprudent to take the Pawn with Bishop, but by this move Black exposes himself to more serious danger: the least risk perhaps lay in Castling at once.

(G) This does not improve

Black's game: P to K R 4 was probably his best course.

(H) He should rather have first attacked Queen with his King's Rook, for if Black then took the King's Rook's Pawn, the reply Q to K Kt 4 would make it very hot for him.

(I) Here again K R to K sq, followed by Q to B 7 ch, would be very deadly.

(J) Black's King being so much exposed, he aims naturally at exchanging Queens, which White tries to avoid.

(K) Of course Black intended to give up his Queen for the two Rooks, both now and previously, had White moved R to K sq.

(L) Whereby White allows his opponent either to win a Pawn or secure the draw: he should have played R to B 2. The game is not a good specimen of Herr Bardeleben's skill.

Game 268.

IRREGULAR OPENING.

White.	Black.	White.	Black.
M. FEBVRET.	G. H. D. GOSSIP.		
1 P to Q 4	P to Q B 3	17 K to R sq	Q R to Q sq
2 P to Q B 4	P to K 3	18 R to K B sq	Kt to Kt 3
3 Kt to Q B 3	P to Q 4	19 R to B 3	Kt to R 5
4 Kt to B 3 (?) (A) P t. P	B to Kt 5	20 B to K 3	P to Q B 4
5 P to Q R 4	P to Q Kt 4	21 R to K R 3	Kt to Kt 3
6 P to K 4	Kt to K 2	22 R to Kt 3	Q to B 3
7 B to K 2	B t. Kt	23 B to B 3	R to Q 6
8 Castles	B to Kt 2	24 P t. P	P t. P
9 P t. B	Castles	25 R to K sq	R to Q R sq (B)
10 Q to B 2	R to K sq	26 B to K 2	R to Q 2
11 B to R 3	P to Q R 3	27 B to B 3	Kt to R 5
12 K R to Q sq	Kt to Q 2	28 R to K Kt sq	P to Kt 3 (?) (C)
13 B to Q B sq (?)	Kt t. Kt	29 B to B sq	P to Q Kt 5
14 Kt to K 5 (?)	Q to B 2	30 R to R 3 (!)	P to Kt 6
15 P t. Kt	Q to Kt 3 ch	31 Q to K B 2 (!)	Kt t. B
16 P to B 4		32 P t. Kt (!)	R to Q R 7
		33 Q to K R 4 (!)	P to B 4 (D)

White.	Black.
34 P t. P e.p. (?) (E)	Q t. K P (!) (F)
35 Q to Kt 4	Q to B 4
36 Q to B 4	R to B 2
37 KR(fr.R3)toKt3	Q t. P at B 6
38 Q to R 5	R to Kt 2
39 Q t. Q B P	P to Kt 7
40 B t. P	R t. B
41 Q to Q 6	B to Q 4
42 P to B 5	Q t. K B P
43 R to K B sq	R (fr. Kt 2) to Q Kt 2
44 K to Kt sq	Q to B 7
45 Q to Q 8 ch	K to Kt 2
46 Q to R 4	R to Q Kt 8
47 Q to Q 4 ch	K to Kt sq
48 Q to B 2	Q t. Q ch
49 K t. Q	R (fr. Kt 2) to Kt 7 ch
50 K to Kt sq	R t. R ch
51 K t. R	R t. R P
Resigns.	

[The notes are by the Editor.]

(A) 4 P to K 3 is necessary. Owing to the Pawn at Q B 3 and the King's Pawn being already moved, Black, after the capture of the Pawn, can support it, which cannot be done in the ordinary form of the Queen's Gambit.

(B) Black has now a striking superiority both of position and

material, and his Queen's Pawns are irresistible.

(C) This very ill-judged move puts the Knight in great danger: it cannot now be moved away when attacked by the Rook, and it can only take the Bishop at the risk of a lost game, after White's last move, which was too open in its intended prevention of that capture.

(D) Black's game is lost. This move, though in reality useless, was the only one to guard the Rook's Pawn, as that could not, of course, be advanced to Rook's fourth without capture by the Queen.

(E) Here White missed his opportunity. 34 R t. P ch (!) leaves Black without resource, as whether the Rook be taken or the King moved, mate follows immediately.

(F) This move completely turns the tables: if the Queen be taken Black mates in four moves, and if not taken she guards the King's Knight's Pawn, and stops the sacrifice before so potent:

35 R t. P ch	Q t. R
36 R to Kt 3	B t. P ch,

and mate follows in a move or two.

Game 269.

KING'S BISHOP'S OPENING.

White.	Black.	White.	Black.
H. LEE.	C. E. RANKEN.		
1 P to K 4	P to K 4	10 Q t. Kt	P to K R 3
2 B to B 4	Kt to K B 3	11 P to Q Kt 4	B to Kt 3
3 P to B 4	Kt to B 3	12 P to Q R 4	P to B 3
4 P to Q 3	B to B 4	13 P to R 5	P to Q 4
5 Kt to K B 3	P to Q 3	14 Q to Kt 3	B to B 2
6 P to K R 3	Q to K 2	15 Q Kt to Q 2	Q R to Q sq
7 P to B 5	Kt to Q R 4	16 Castles	Castles
8 P to B 3	Kt t. B	17 B to Kt 2	B to B sq
9 Q to R 4 ch	B to Q 2	18 Q to B 2	K R to K sq
		19 P to B 4 (A)	P t. K P

White.	Black.
20 P t. P	Q t. P (B)
21 B to R 3	Q t. R P
22 B to Q 6	Q to Kt 3 ch
23 P to B 5	Q to Kt 4
24 B t. B	Q to Q 6
25 Q t. Q	R t. Q
26 R t. P	Kt to Q 2
27 Kt to B 4	Resigns.

(A) An ingenious trap, albeit

one which a player of Mr. Ranken's experience might have been expected to detect.

(B) Fatal, of course; his game, however, was at best somewhat confined. Probably 20 . . . Kt to R 4, threatening 21 . . . Kt to B 5 and 22 . . . Kt to K 7 ch or Kt to Q 6, according to circumstances, was the most satisfactory course open to him.

Game 270.

ENGLISH OPENING.

White.	Black.	White.	Black.
W. M. GATTIE.	C. E. RANKEN.		
1 P to Q B 4	P to K 3	33 Kt to Q 3	R t. P
2 P to K 3	Kt to K B 3	34 R t. P	R t. P ch
3 Kt to K B 3	P to Q B 4	35 K to B sq	K to B 2
4 P to Q 4	P to Q 4	36 R to K 2	R to K R 5
5 Kt to B 3	Kt to B 3	37 K to Kt 2	R to Q 5
6 P to Q Kt 3 (?)	P t. Q P (!)	38 Kt to K sq	P to Q Kt 4
7 K P t. P	B to Kt 5	39 Kt to B 2	R to Q R 5
8 B to Kt 2	P t. P (A)	40 Kt to R sq	P to Q R 4
9 P t. P	Kt to K 5	41 Kt to Kt 3	R to R 6
10 R to B sq	Castles	42 K to B sq	P to Kt 5
11 B to Q 3	Kt. t. Kt	43 K to K sq (?)	P to R 5 (!)
12 B t. Kt	B t. B	44 Kt to B 5	P to Kt 6
13 R t. B	Q to R 4	45 P t. P	P t. P
14 Q to Q 2 (B)	P to Q Kt 3	46 R to Kt 2 (K)	R to R 8 ch (L)
15 Castles	B to Kt 2	47 K to Q 2	R to R 8
16 R to Q Kt sq	B to R 3 (?)	48 R t. P	R. t. P
17 K R to Kt 3 (C)	Q to K R 4	49 K to K 2	P to B 4 (M)
18 R to R 3 (D)	B to Kt 2	50 R to Kt 7 ch	K to B 3
19 B to K 2 (E)	K R to Q sq (!)	51 R to Kt 6 ch	K to Kt 4 (N)
20 Q to K 3 (F)	Q to Kt 3	52 Kt to K 6 ch	K to R 3
21 B to Q 3	Q to B 3	53 Kt to Q 4 dis ch	P to Kt 3
22 B to K 4	Kt to R 4	54 Kt t. P ch	K to Kt 4
23 B t. B	Kt t. B	55 Kt to Q 4	K to B 5
24 R to Q 3	Kt to Q 3	56 Kt to B 3	R to R 6 (O)
25 R from R 3 to B 3	Q R to B sq	57 R to Kt 4 ch	K to B 4
26 Kt to K 5	Kt to B 4	58 R to K R 4	R t. R
27 Q to K 4	Kt t. P (?) (G)	59 Kt t. R ch	K to Kt 5
28 P to Kt 4 (!) (H)	Kt to K 7 ch (I)	60 Kt to Kt 2 (P)	P to R 4
29 Q t. Kt	R t. R	61 K to K 3	P to R 5
30 R t. R	Q to B 5	62 Kt to K sq	P to Kt 4 (Q)
31 Q to K 3 (J)	Q t. Q	63 Kt to B 3	K to R 4 (!)
32 R t. Q	P to B 3	64 Kt to Kt sq (R)	K to Kt 5
		65 K to K 4	P to R 6 (S)

White.	Black.
66 Kt to B 3	K to R 4
67 Kt to R 2	Resigns. (T)

(A) Black might have won a Pawn by 8 Kt to K 5, 9 Q to R 4, and 10 Q t. P.

(B) If 14 Q to B 2, Black answers with 14 Kt to Kt 5.

(C) White might have played 17 P to Q 5 with good prospect of victory; *e.g.*:

17 P to Q 5	P t. P
18 P t. P	B t. B
(If 18 Kt to Kt 5, 19 R t. Kt.)	
19 R t. B	Q t. Q
20 R t. Q	Kt to R 4

(Apparently his best move.)

21 P to Q 6	K R to Q sq (best)
22 R to Q B sq	Q R to Kt sq
(If 22 Q R to B sq, 23 R to B 7, threatening Kt to K 5 or Kt to Q 4 according to circumstances.)	
23 R to B 7	R to Kt 2
24 Kt to K 5 (!)	P to B 3
25 Kt to B 6, and wins.	

There are, of course, numerous other variations, but I believe that all of them should result in White's favour.

(D) A very weak move, for the Black Bishop is better posted at Knight's second than at Rook's third. White could still have successfully advanced the Queen's Pawn, and he had many other good continuations at his command, such as 18 B to K 2, and 18 B to K 4.

(E) If now 19 P to Q 5, P t. P, 20 P. t. P, Kt to Kt 5, and Black has the advantage.

(F) A tame move; but the hand of White's clock was pointing to the hour, and he had no time to examine the results of any more energetic course. Both players were at this point much pressed by the time limit.

(G) A very ingenious but unsound conception. Taking with the Rook would have been no better, for White could have replied by exchanging Rooks and then playing Pawn to Knight's fourth.

(H) The only reply. Of course if 28 R t. Kt, R t. R, 29 Q t. R, R to Q sq, &c.

(I) The Knight cannot be saved.

(J) A weak move, due to over-anxiety to force the exchange of Queens. 31 Q to Q sq would have been much more to the purpose.

(K) If:

46 K to B sq	R to R 8 ch
47 K to Kt 2	R to Kt 8 (!),

and I believe that Black can draw the game, provided that he does not advance the Queen's Knight's Pawn to the 7th square, and loses no time in pressing forward on the King's flank. If he play 47 R to R 7, then 48 R to K sq, P to Kt 7, R to Q Kt sq, and White wins.

(L) Owing to White's ill-judged 43rd move, Black has now every prospect of drawing the game.

(M) Best, for Bishop's third is the safest square for the King. Had he played 49 K to Kt 3, White intended to proceed with:

50 R to Kt 7	K to R 3
51 Kt to K 6	R to Kt 7
(If 51 P to Kt 3 or Kt 4, 52 Kt to B 8.)	

52 K to B sq	R to Kt 3
(If 52 R to Kt 5, 53 P to B 3, R to Kt 6, 54 K to B 2.)	

53 P to B 3	P to B 4
54 R to K 7,	

and Black cannot avoid the loss of a Pawn at least.

(N) An error. Play as he will, Black must now lose a Pawn. He might apparently have drawn the game by 51 K to K 2.

(O) If 56 R to R 8, White replies equally with 57 R to Kt 4 ch, and 58 R to K R 4, and Black must submit to the exchange of Rooks or the loss of another Pawn.

(P) If 60 Kt to B 3, K to B 5, and I believe Black can draw.

(Q) Taking the best chance of a draw. If 62 P to R 6, 63 Kt to B 3, P to Kt 4, 64 Kt to R 2 ch, and 65 K to B 3.

(R) The only move to win the game. If 64 Kt to Q 2 or Kt to R 2, Black plays 64 P to Kt 5, and draws; if 64 K to K 4, P to Kt 5, 65 Kt to R 2 (65 Kt to

Kt sq (?), P to R 6 (!), 66 Kt to B 3, P t. Kt, 67 K t. P, K to R 5, and Black wins), P to Kt 6, and draws; and if 64 Kt to K sq or Kt to Q 4, the Black King returns to Kt 5.

(S) If 65 K to R 4, 66 K to B 5, P to Kt 5, 67 K to B 4, P to Kt 6, 68 P to B 3, &c. (or 67 P to R 6, 68 K to Kt 3, K to Kt 4, 69 Kt to K 2, and with ordinary care White must win the Black Pawns).

(T) For, if 66 K to R 5, 67 K to B 5, K to R 4, 68 Kt to B 3, P to Kt 5, 69 Kt to R 2, &c.

Game 271.

SCOTCH GAMBIT.

White.	Black.	White.	Black.
C. R. RANKEN.	L. BENIMA.	27 R t. R	R t. R
1 P to K 4	P to K 4	28 B to B sq (L)	R to K 7
2 Kt to K B 3	Kt to Q B 3	29 K to B sq	B t. P
3 P to Q 4	P t. P	30 R to Kt sq (M)	R to K 8 ch
4 Kt t. P	B to K 2 (?)	31 K to Kt 2	B to Q 4 ch
5 B to K 3 (A)	Kt to B 3	Resigns. (N)	
6 Kt to B 5 (B)	Castles		
7 Kt to Kt 3 (C)	P to Q 3 (?) (D)		
8 B to K 2	P to Q 4		
9 B to B 3 (E)	P t. P		
10 Q t. Q	R t. Q		
11 Kt t. P	Kt to Q Kt 5 (!)		
12 Kt to R 3	Kt t. Kt		
13 B t. Kt	P to K B 4 (F)		
14 B to B 3	B to B 3		
15 R to Q Kt sq (G)	P to B 3		
16 Castles	B to K 3		
17 P to B 3	Kt to Q 6 (!)		
18 B to K 2	B t. R P		
19 B t. Kt	R t. B		
20 Q R to Q sq (H)	Q R to Q sq		
21 Q R to R sq (I)	B to Kt 6		
22 B t. P (J)	R to Q 7		
23 K R to Kt sq	P to B 5 (!) (K)		
24 P to Kt 3	R to K sq		
25 P t. P	Q R to K 7		
26 B to K 3	R t. Kt P		

(A) White might perhaps without risk have taken greater advantage of his opponent's unorthodox defence by 5 P to K B 4. The move in the text is, however, quite satisfactory.

(B) Leading to serious loss of time. White should rather have brought another piece into play by 6 B to Q 3 or 6 Kt to Q B 3.

(C) If 7 Kt t. B, Q t. Kt, 8 P to B 3, P to Q 4, &c.

(D) Why not at once to Queen's fourth?

(E) Had White taken the Pawn the game might have proceeded thus:

9 P t. P	Kt t. P
10 Q to Q 2	K Kt to Kt 5

11 Kt to R 3 Q t. Q
12 B t. Q Kt to Q 5,
with a fine game.

(F) All this is played by Black with excellent judgment.

(G) Bad enough; but White had apparently no satisfactory continuation. He would possibly have done better to play 15 B to Q 2, *e.g.* :

15 B to Q 2 B t. P
16 R to Q Kt sq B t. Kt
(16 R t. B (?), 17 K t. R, B t. Kt,
18 R to Kt 3.)

17 B t. Kt B t. B ch
18 R t. B R to K sq ch
(or 18 P to B 3, 19 Castles.)

19 K to Q 2 P to B 3

20 K R to Q Kt sq,

and Black will have some difficulty in freeing his Queen's pieces.

(H) Playing to win Black's Queen's Rook's Pawn, *en revanche*.

(I) White appears at this point to have missed a fair opportunity of escaping with a draw by exchanging Rooks. He could not, however, have proceeded with 22 B t. P, on account of 22 R to Q 7 (!).

(J) A fatal error, of which Herr Benima avails himself in fine style.

(K) Very ingenious.

(L) This move precipitates defeat, but the game was lost anyhow. If:

28 R to Q B sq R to R 7
29 B to B 5 or (A) P to Q Kt 3
30 B to Q 6

(If 30 R to Kt sq, B to Q 4, 31 B to Q 6, B t. P, &c.)

30 P to B 4
31 Kt to Kt 5 B to K R 5,

and Black must win.

(A)
29 Kt to Kt sq R to R 8
30 K to Kt 2

(If 30 R to B sq, B to B 5, winning the exchange at least; if 30 P to B 4, B to Kt 7; and if 30 P to R 3, B to B 5.)

30 B to R 7
31 Kt to R 3 B to Q 4 ch, &c.

(M) 30 K t. R would have prolonged the game.

(N) For if 32 P to B 3, B to Q 5; if 32 K to R 3, R to Kt 8; and if 32 K to Kt 3, Black mates in five moves.

Game 272.

CENTRE GAMBIT.

White.	Black.	White.	Black.
F. HUNTER.	C. E. RANKEN.		
1 P to K 4	P to K 4	12 R to Q B sq (F)	R to K sq
2 P to Q 4	P t. P	(B)	
3 B to B 4	Kt to Q B 3	13 Kt to B 3	Kt to B 5
4 Kt to K B 3	B to B 4	14 Q to Kt 3	B t. Kt (!) (C)
5 P to B 3	Kt to B 3	15 B t. P ch	K to R sq
6 P t. P	B to Kt 5 ch	16 Kt to Kt 5 (D)	B t. P (!)
7 B to Q 2	B t. B ch	17 R to B 5 (?) (E)	B t. R
8 Q Kt t. B	P to Q 4	18 K t. B (?) (F)	R to K B sq
9 P t. P	K Kt t. P	19 R to B 5	Kt t. P
10 Castles (A)	Castles	20 Kt t. Kt	Q t. Kt
11 Q Kt to K 4	B to Kt 5	21 K to Kt sq	Q to K 5
		Resigns. (G)	

[The notes are by the Editor.]

(A) 10 Q to Kt 3 is slightly better.

(B) Quite purposeless.

(C) Well played, in fact winning a piece, for the Bishop cannot be taken, as Black would mate by checking with Queen at King's Knight's fourth. The attack on the King's Bishop's Pawn can be disregarded.

(D) If 16 B t. R, Q to Kt 4 (!) mates in two moves. The move in the text attacks Bishop with Queen,

and thus stops that *coup* for the moment.

(E) Evidently played to prevent Q to K Kt 4, but if there is any choice in such a position, 17 K R to K sq is slightly less ruinous.

(F) This leaves Black a clear Rook to the good. If 18 B t. R, Q t. B, and White is mated if he takes the Bishop. If 19 R to B 5, B to R 6 (!) wins.

(G) Mate can only be postponed by giving up another Rook for the Knight.

Game 273.

FRENCH GAME.

White.	Black.	White.	Black.
H. LEE.	C. J. LAMBERT.		
1 P to K 4	P to K 3	29 R t. Kt (!) (I)	B to B 2
2 P to Q 4	P to Q 4	30 Q R to Kt sq	K to Kt 2
3 Kt to Q B 3	Kt to K B 3	31 P to B 5	P t. P
4 B to K Kt 5	B to K 2	32 Q t. B P	R to K R sq
5 P to K 5	Kt to Q 2	33 R to Q Kt 6	R to R 3
6 B t. B	Q t. B	34 P to K 6	B to K sq
7 Q to Q 2	P to Q R 3	35 Q t. Q P	Q to R 5
8 Kt to Q sq	P to Q B 4	36 R to Kt 7 ch	K to Kt sq
9 P to Q B 3	Kt to Q B 3	37 R to K Kt 2	Q to K 8 ch
10 P to K B 4	P to B 3	38 R to Kt sq	R t. P ch (J)
11 Kt to B 3	Castles	39 K t. R	Q to B 7 ch
12 B to Q 3	P to Q Kt 4 (A)	40 Q to Kt 2	Q to R 5 ch
13 Castles	Kt to Kt 3	41 Q to R 3	Q to B 7 ch
14 R to B sq	R to Kt sq (B)	42 R to Kt 2	Q to B 5 ch
15 B to Kt sq	B to Q 2	43 R to Kt 3	Q to Q 7 ch
16 Kt to K 3	Kt to B 5 (C)	44 Q to Kt 2	Q to R 3 ch
17 Kt t. Kt	Kt P t. Kt	45 K to Kt sq	Q to B 8 ch
18 Q to Q B 2	P to B 4	46 Q to B sq	Q to Q 7 (K)
19 P to K Kt 4 (D)	P to Kt 3	47 R t. P ch (!) (L)	B t. R
20 Q to Kt 2 (E)	P t. Kt P	48 R to Kt 8 ch	K to R 2
21 Q t. P	Q R t. P (F)	49 Q to R 3 ch	Resigns. (M)
22 K to R sq	K to R sq		
23 R to Kt sq	B to K sq		
24 R to Kt 3	P t. P		
25 P t. P	Kt to Kt 5 (G)		
26 Kt to Kt 5	R to Kt sq		
27 Kt t. R P (!) (H)	R t. B		
28 R t. R	K t. Kt		

[The notes are by the Editor.]

(A) Owing to the form of the Opening selected by Mr. Lee at his 5th and 7th moves, we believe that up to this point Black has the best of the game. The policy of this move is doubtful.

(B) A singular move, but made evidently with the object of playing Kt to B 5, and getting command of the open file if the Knight be taken.

(C) Black can now force the exchange of Knights, and opening of his Knight's file for the Rook.

(D) Mr. Lee plays as usual for the direct attack.

(E) Prepared to sacrifice his Queen's Knight's Pawn to obtain an opening on the adverse King.

(F) There seems no danger in this capture, but its expediency is doubtful, and as followed up by Black it leads to the loss of the game.

(G) Certainly unadvisable: he goes in to win another Pawn, but admits the hostile Knight into the heart of his game.

(H) A beautiful move, and apparently quite sound. The Queen is, of course, lost if it takes the Knight, and if King takes Knight the following moves given by Mr. Guest in his notes to this game in the *Morning Post* show that the game is equally lost:

27 K t. Kt

28 Q to R 5 ch K to Kt 2
29 B t. P K to B sq
30 Q R to K Kt sq B t. B
31 R t. B R t. R
32 Q t. R Q to B 2
33 Q to R 6 ch K to K sq
34 R to Kt 7,

and White remains with Queen against Rook and Knight.

(I) Again beautifully played. If the Rook be taken White mates in three moves by Q to R 4 ch, Q to B 6 ch, and Rook mates. It is a pleasure to see Mr. Lee's dashing play successful against a player who systematically skulks under the protection of the French Game.

(J) Black having a lost game, naturally goes in for the *ignis fatuus* of a perpetual check, the last resource of desperation under such circumstances.

(K) The checks are at an end, and Black can only await his fate.

(L) Mr. Lee winds up the game with his usual ingenuity when he holds a winning position. This sacrifice brings the game to an end in the speediest manner.

(M) Mate cannot be postponed beyond five moves at most.

Game 274.

FRENCH GAME.

White.	Black.	White.	Black.
F. S. ENSOR.	C. J. LAMBERT.		
1 P to K 4	P to K 3	10 P to B 3	Kt to K R 4
2 Kt to K B 3	P to Q 4	11 Kt to B sq (C)	B t. B
3 P t. P	P t. P	12 P t. B	Kt to B 5
4 P to Q 4	Kt to K B 3	13 Q to Q B 2	Kt t. B ch
5 B to Q 3	B to Q 3	14 Q t. Kt	Q to B 3
6 B to K 3	Castles	15 Kt to Kt 3	Q to Kt 3
7 Q Kt to Q 2 (A)	R to K sq	16 Q t. Q	R P t. Q
8 P to K R 3	B to B 5	17 K to Q 2 (D)	B to B 4 (?)
9 Q to K 2 (B)	Kt to Q B 3	18 Kt t. B	P t. Kt
		19 P to K Kt 4 (!) (E)	P t. P

White.	Black.
20 P t. P	R to K 5
21 R to R 3 (!)	Kt to K 2 (F)
22 Kt to K 5	Kt to Kt 3
23 Q R to R sq	R to K sq (G)
24 Kt t. Kt	P t. Kt
25 R to R 8 ch	K to B 2
26 R to K B sq ch	K to K 2
27 R to R 7	RtoKKtsq(H)
28 R to B 4	RtoK3(?) (I)
29 K to Q 3	P to Q R 3
30 P to Q R 4	P to R 4
31 P to Kt 4	P to Kt 3
32 P t. P	P t. P
33 P to Kt 5	K to K sq (J)
34 R to R sq	R to Kt 3
35 P to K 4	P to B 3
36 P t. P	P t. P
37 R to K sq ch	K to Q sq
38 R to B 7	R to Q 3
39 K R to K 7	R to R sq
40 R to Kt 7	K to Q B sq
41 Q R to B 7 ch	K to Q sq
42 R t. P	K to B sq
43 R to Q R 7	K to Kt sq
44 R t. Q R P	Resigns.

[The notes are by the Editor.]

(A) In opposition to the canons laid down by the authorities on this dullest of dull Openings, which order immediate Castling for safety's sake, before proceeding with development, Mr. Ensor refuses "to skulk behind his Rook."

(B) This looks more perilous than it is in reality.

(C) The move relied on by White to meet the attack.

(D) The Queens being off the board the White King can at once come into play, with promise of power in the coming end-game.

(E) This challenge forces an opening for the Rooks against the Black King.

(F) The capture of the Pawn would cost at least a Rook.

(G) The only move to avoid immediate loss.

(H) There seems to be nothing better than this servile defence. If:

27	K to Q sq
28 R t. P	R t. K P
29 K R to B 7	R to K 7 ch
30 K to Q sq	R to K 8 ch
31 K to B 2	R to K 7 ch
32 K to Kt 3	R (fr. K 7) to K 2 (best)
33 R t. R	R t. R
34 R t. P, and should win.	

(I) Changing Rooks gave the best chance of a draw.

(J) It is impossible at this point to find a good move for Black. The one made loses speedily, but there was no escape from ultimate defeat.

Game 275.

FRENCH GAME.

White.	Black.	White.	Black.
L. BENIMA.	C. J. LAMBERT.		
1 P to K 4	P to K 3	8 Kt to K 2 (A)	B to K Kt 5 (!)
2 P to Q 4	P to Q 4	9 Kt to Kt 3	B t. Kt
3 Kt to Q B 3	Kt to K B 3	10 P t. B	Kt t. P
4 P t. P	P t. P	11 B t. P ch	Kt t. B (B)
5 B to Q 3	B to Q 3	12 Q t. Kt	P to Q B 4
6 Kt to B 3	Castles	13 Q to Kt 4 (C)	B t. Kt
7 Castles	Kt to B 3	14 R P t. B	P to B 4
		15 Q to R 3	Q to B 3

White.	Black.
16 K to Kt 2 (D)	Q R to K sq
17 R to R sq	Q to K Kt 3
18 B to B 4 (E)	R to K 3 (F)
19 R to R 2 (P)	K R to K sq
20 Q R to R sq (G)	Kt to B 3
21 Q to R 4	R to K 7 (!)
22 R to Q B sq	P to Q 5
23 B to Kt 8 (?)	P to R 3
24 B to R 7 (?)	Kt to Q 2
25 P to B 3	P t. P
26 Q to B 4 ch	Q to K 3
27 Q t. P at B 6	P to Q Kt 3
28 Q R to K R sq (H)	K to B 2
29 R to R 8	Q to Q 4
30 Q R to R 7	Q to Q 5
31 Q t. Q	P t. Q
32 R to R sq	R t. R
33 R t. R	P to Q 6
34 K to B sq	R t. Kt P (I)
35 K to K sq	R t. R P
36 B to Kt 8	Kt t. B
37 R t. Kt	R to Kt 7
38 R to Q 8	P to Q 7 ch
39 R t. P	R t. R
40 K t. R	K to K 3
41 K to Q 3	K to Q 4
42 P to B 4	P to R 4
43 P to B 3	P to Q Kt 4
44 P to Kt 4	P to Kt 3 (!)
Resigns.	

(A) This move, which is generally practised when Black has

played 7 P to B 3, is not to be commended in the present variation. 8 B to K Kt 5 is probably the best move.

(B) 11 K t. Kt would, perhaps, have been stronger.

(C) If 13 Q t. P, B t. Kt, 14 Q t. Q, B t. R P ch, 15 K t. B, Q R t. Q, and Black has a slight advantage. This line of play would, nevertheless, have been preferable to the move in the text, which suffers Black to remain with a majority of Pawns on the side away from the Kings.

(D) Initiating a show of attack on the King's Rook's file, which proves to be quite futile.

(E) Black threatened 18 P to B 5.

(F) The best way of meeting White's demonstration.

(G) All this is waste of time or worse, as the event shows. He should rather do his best to fortify his left flank.

(H) Apparently the only means of preserving his self-immured Bishop.

(I) 34 R to K 2 would have been simpler and shorter.

Game 276.

IRREGULAR OPENING.

White.	Black.	White.	Black.
T. H. PIERA.	W. A. LINDSAY.		
1 Kt to K B 3	P to Q B 4	9 Castles	B to K 2
2 P to K 4 (A)	Kt to Q B 3	10 P to B 4	P to K Kt 3
3 Kt to B 3	P to Q 3 (B)	11 B to K 3	P to K R 4 (D)
4 P to Q 4	P t. P	12 P to B 5	P t. P
5 Kt t. P	P to K 4 (P)	13 P t. P	B t. Kt
6 Kt to Kt 3	B to K 3	14 E P t. B	P to Q 4 (E)
7 B to Q Kt 5 (C)	P to Q R 3	15 B to K Kt 5	P to Q 5
8 B to K 2	Kt to B 3	16 B t. Kt	B t. B
		17 Kt to K 4	B to Kt 4

White.	Black.
18 P to B 6	B to K 6 ch
19 K to R sq	Q to B 2 (F)
20 B t. P	Castles Q R
21 B to Kt 4 ch	K to Kt sq
22 Q to K 2	B to B 5
23 B to R 3	Kt to Kt 5
24 P to B 3	P to Q 6
25 Q to B 3	Kt to B 7
26 R to R 4 (!)	Kt to K 6
27 K R to R sq	Q to B 3 (!)
28 R to Kt 4	QRtoKtsq(G)
29 Kt to B 5 (!)	Q t. Q
30 Kt t. P ch	K to R sq
31 Kt to B 5 dis. ch	K to Kt sq
32 P t. Q	K to B 2 (H)
33 R t. P ch	K to B 3
34 B to Q 7 ch	K to Q 4 (I)
35 P to K R 3 (J)	P to Q 7 (K)
36 Kt to K 4 (L)	R t. P ch (M)
37 B t. R	R to K R sq (!)
38 R to Q 7 ch (N)	K to B 3
39 R to R 6 ch (O)	K to Kt 4
40 K R to Q 6	R t. B ch
41 K to Kt sq	P queens ch
42 R t. Q	Kt t. R
43 R t. Kt	R t. P
44 Kt to Q 6 ch	K to B 4
45 P to Kt 4 ch	K to B 3
46 P to Kt 5 ch (P)	K to Kt 3
47 Kt t. P	P to K 5 (!)
48 R to K sq (P)	P to K 6
49 P to B 4 (Q)	R to B 7
50 Kt to Q 8	B to R 7 ch
51 K to R sq	P to K 7
52 P to B 7	B to Q 3
53 K to Kt sq	B to B 4
54 P to Kt 4 (R)	B to K 6
55 Kt to B 6	R to B 8 ch (S)
56 K to Kt 2	R t. R
57 P queens	R to Kt 8 ch
58 K to R 2	R to R 8 ch
59 K t. R	P queens ch
60 K to Kt 2	Q to Kt 8 ch
61 K to R 3	Q to R 8 ch
62 K to Kt 3	Q to Kt 8 ch
63 K to R 3	Q to R 8 ch

Drawn game. (T)

(A) The Opening is now resolved into a Sicilian Defence.

(B) This continuation was adopted several times by Herr L.

Paulsen in the Vienna Tournament of 1882, and is by some players preferred to the more usual course of 3 P to K 3.

(C) A lost move, as the reply shows; for the exchange of the Bishop for the Knight would strengthen Black's centre.

(D) Well conceived. If 11 Q to B 2, with a view to Castling on the Queen's side, White may reply with 12 Kt to R 4, threatening to play Kt or B to Kt 6.

(E) Best. Black has now an excellent game.

(F) Very characteristic of Mr. Lindsay's style. The sacrifice of the King's Rook's Pawn is, I believe, quite sound.

(G) Up to this point White has pushed his attack with great accuracy and vigour; but here he fails just as victory is within his grasp. 28 P to R 4, followed by 29 P to Q 7, would have forced the gain of a piece. Of course, if 28 P to Q 7 at once, White replies with 29 Kt t. P, threatening 30 Q t. Q. The position is highly interesting, and will well repay careful examination.

(H) The only move to avert mate.

(I) Again his only resource. If 34 K t. Kt, White mates in three moves by 35 R to R 5 ch, 36 R to R 6 ch, and 37 R to Kt 5, mate.

(J) The position is hereabouts of intense interest. Both Kings are within an ace of immediate destruction.

(K) Black might have forced the draw here, either by 35 R to Kt 7, 36 Kt t. P (!), K R t. P ch, 37 B t. R, R t. B ch, 38 K to Kt sq, R to Kt 6 ch, and White will lose if he attempts to escape *via* Bishop's second; or more simply by 35 R to Kt 7, 36 Kt t.

P (!), R to R 7 ch, &c. In the latter case, if he proceed with 37 R to Kt sq ch, 38 B to Kt 4, Kt t. B, 39 Kt t. B ch, P t. Kt, 40 B P t. Kt (40 R P t. Kt, K R to K R sq, and wins), R t. R P, 41 R t. P, R t. P ch, 42 K to B 2, and White should win.

(L) Finely played; the Black King now appears hopelessly beleaguered. If 36 P queens ch, he is mated in two moves.

(M) His only resource.

(N) Best. If:

38 R t. P R t. B ch
39 K to Kt sq R t. P (!)
40 Kt t. P R to Kt 6 ch,
and White must consent to a draw,
or play:

41 K to B 2 R to Kt 7 ch
42 K to B 3 K to K 3 (!)
43 K R to R 7 R t. Kt
44 K to K 4

(44 K R to K 7 ch, K to B 4, and Black should win.)

44 Kt to B 4,
and White has certainly no advantage.

(O) The simple move 39 R t. Q

P should win, but the mode adopted by White should have proved sufficient if correctly followed up.

(P) A mistake. 48 R to K B sq would have won easily.

(Q) Even now 49 R to K B sq or Kt to Q 8 would have given White fair prospects of victory. If 49 R to K 2, Black replies with 49 R to Kt 6 ch and 50 R to Kt 3. After the move in the text the draw is forced.

(R) The only move. 54 Kt to K 6 would have lost the game on account of 54 R to B 8 ch, 55 K to Kt 2, R t. R, 56 Kt t. B, R to Kt 8 ch, 57 K t. R, P queens ch, 58 K to Kt 2, Q to K 7 ch (58 Q to K 2, 59 P queens, and wins), 59 K to R sq, Q to B 6 ch, 60 K to Kt sq, Q to K 8 ch, and wins.

(S) The proper move; 55 R t. P dis. ch would have lost. The termination of this game is beautifully played by Mr. Lindsay.

(T) For, if K to Kt 4, Black has still a perpetual check at Knight's seventh and Rook's seventh,

Game 277.

IRREGULAR OPENING.

White.	Black.	White.	Black.
T. H. PIPER.	J. I. MINCHIN.		
1 Kt to K B 3	P to Q 4	13 P t. P	R to K sq
2 P to K 3	Kt to K B 3	14 Kt to K 5	B t. Kt
3 P to Q 4	P to K 3	15 P t. B	Kt to Q 2
4 P to Q B 4	P to Q Kt 3	16 P to K B 4	Q to K 2
5 B to K 2	B to Q 3	17 Q R to B 3	K R to Q sq
6 Kt to Q B 3	Castles	18 Q to Kt sq (C)	Kt to Q 5
7 Castles	P to Q B 4	19 B to Q sq (D)	P to Kt 3
8 P to Q Kt 3	Kt to Q B 3	20 R to Q 3	Kt to Q B 4
9 B to Kt 2	B to Kt 2		(E)
10 R to Q B sq	R to Q B sq (A)	21 R t. Kt (F)	R t. R
11 Kt to Q R 4	P t. Q P	22 B t. R	Kt t. Kt
12 K P t. P	P t. Q B P (B)	23 B t. Kt	R t. P
		24 Q to Q sq	Q to Kt 5

White.	Black.
25 B to K B 2	Q t. B
26 Q to Q 8 ch	K to Kt 2
27 Q to B 6 ch, and draws by perpetual check. (G)	

[The notes are by the Editor.]

(A) The game has been opened by both according to the best models of this favourite form of the close game.

(B) The change of this second Pawn is of doubtful expediency.

(C) With an eye to attack, more than merely to move the Queen from the masked range of the Rook.

(D) White now threatens to win a piece by R to K R 3.

(E) The offer of this piece is quite sound, and, in fact, wins a Pawn, but the position, unfortunately, leaves White with a forced draw. The retreat of the Knight would have left White with slightly the better game.

(F) If:

21 B t. Kt	Kt t. R
22 Q t. Kt	Q to Q 2,

winning the Bishop, and remaining with the exchange ahead, and an excellent game.

(G) White might lose the game if he did not take the perpetual check, though there is one neat variation, affording a trap into which Black might carelessly fall:

27 B to R 4	R to B sq
28 B to B 6 ch	K to R 3
29 B to Kt 5 ch	K to R 4
30 P to K R 3 (!),	

and Black is mated if he take the Queen.

30	B t. P
31 Q t. R	B t. R,

and Black can draw, at least. In every other variation Black obtains a winning advantage by Q t. R P or Q to K 5, according to circumstances.

Game 278.

IRREGULAR OPENING.

White.	Black.	White.	Black.
T. H. PIPER.	F. S. ENSOR.		
1 Kt to K B 3	P to Q 3 (A)	16 Kt to Kt 5 (!)	Q t. B
2 P to K 4 (B)	P to K B 4 (C)	17 Q to Q 5 ch	K to B sq
3 Kt to B 3	P t. P	18 Kt to K 6 ch	K to K 2
4 Kt t. P	P to K 4 (D)	19 Kt t. Q B P	Q R to Q B sq
5 P to Q 4 (!)	P t. P	20 K R to K sq ch	Kt to K 4
6 Q t. P (E)	B to Q 2 (F)	21 Q t. Kt P	K to Q sq
7 B to K Kt 5	Kt to Q B 3	22 Kt to Kt 5	Kt to Q B 5
8 Q to K 3	B to K 2	23 Kt t. Q P	Q to B 5 ch
9 B to Q B 4	B to B 4	24 K to Kt sq	Resigns. (I)
10 Castles Q R	B t. Kt (G)		
11 Q t. B	K to B sq		
12 Q to Q 5	Q to K sq		
13 Q to B 5 ch	B to B 3 (H)		
14 B t. Kt	K t. B		
15 B t. B	Q to B 2		

(A) Not a commendable reply.

(B) 2 P to Q 4 seems preferable.

(C) Black might have converted the Opening into a Philidor's Defence by 2 P to K 4, and this would have been better than

the course actually adopted, which leaves him far behind in the development of his forces. He might also have played 2 Kt to K B 3 without disadvantage.

(D) Premature. It would have been better to play 4 B to B 4, and if 5 K Kt to Kt 5, then 5 B t. Kt, 6 Kt t. B, P to Q 4, 7 Kt to B 3, Kt to K B 3, 8 P to Q 4, P to K 3, 9 B to K 3 (9 B to K Kt 5, P to B 4), P to Q R 3, 10 B to Q 3, B to Q 3, &c.

(E) It is a sufficient criticism upon the mode of defence selected by Black that he has now not a single piece in action, while White's forces are in full play.

(F) With the view of avoiding

the pinning of the Queen's Knight when played to Bishop 3.

(G) Black has a wretched game. If:

10	Q to Q 2
11 Kt to B 5	Q to Q B sq
12 B t. Kt	R t. B
13 K R to K sq	Q to Q sq
14 Kt t. P	Q to B sq
15 Kt to B 5	Q to Q sq
16 Kt to Q 4	Kt to K 4
17 B t. B	Q t. B
18 Kt t. B, and wins.	

(H) If 13 Kt to B 3, 14 B t. Kt, B t. B, 15 Kt to Kt 5, &c.

(I) Mate cannot be delayed for more than a few moves.

Game 270.

FRENCH GAME.

White.	Black.	White.	Black.
C. B. VANSITTART.	T. H. PIPER.		
1 P to K 4	P to K 3	24 B t. Kt P	R to K 3 (D)
2 P to Q 4	P to Q 4	25 B to Q 3	Q R to K sq
3 Kt to Q B 3	Kt to K B 3	26 B to K 5	Q to K 2 (E)
4 P t. P	P t. P	27 Q to Kt 4 ch	K to B sq
5 Kt to K B 3	B to Q 3	28 R to B sq ch	Q to B 2
6 B to Q 3	Castles	29 Q to Kt 7 ch	K to K 2
7 Castles	P to Q B 3	30 R t. Q ch (F)	Kt t. R
8 Kt to K 2	B to K Kt 5	31 Q t. P	R to R 3
9 Kt to Kt 3	Q to B 2	32 Q to Kt 7	R to K 3
10 R to K sq	Q Kt to Q 2	33 B to Kt 6	R to B sq
11 P to Q B 3	K R to K sq	34 B t. Kt	R t. B
12 B to K 3	Kt to K 5	35 Q to Kt 5 ch	K to Q 2
13 P to K R 3 (A)	Q B t. Kt	36 Q to Kt 8	K R to K 2
14 Q t. B	Kt t. Kt	37 Q to Kt 8	K to K 3
15 P t. Kt	B t. P	38 P to K Kt 4	R to Q 2
16 R to K B sq	Kt to K B 3	39 Q to K 8 ch	K R to K 2
17 B to R 6	Kt to K 5	40 Q to K Kt 8	K to Q 2
18 Q to Kt 4	P to K B 4 (B)	41 P to Kt 5	R to B 7 ch
19 R t. P (!)	B to R 7 ch	42 K to Kt 3	R t. Q Kt P
20 K to R sq	Kt to Kt 6 ch	43 P to Kt 6	R t. P
21 K t. B	Kt t. B dis. ch	44 Q to Q Kt 8, and wins.	
22 B to K B 4	Kt to Q 3		
23 Q to B 5 (!)	P to K Kt 3 (C)		

(A) This move loses a Pawn, for which the attack subsequently

2 A

entered upon by White should not sufficiently compensate.

(B) Initiating a combination which loses the game for Black. 18 . . . P to K Kt 3 was the correct reply.

(C) He had nothing better. If 23 . . . P to K R 3, then :

24 Q to Kt 6 K R to Q sq
 (best)
25 Q to R 7 ch K to B sq
26 R to K B sq K to K sq
27 Q to Kt 6 ch K to Q 2
28 B to B 5 ch, &c.

(D) A bad move. He should

have taken the Bishop, although White after the exchange of Queens would still have had the better game.

(E) Immediately disastrous. He had, however, no good move. If 26 . . . Q R to K 2, then :

27 Q to Kt 5 ch K to B sq
28 R to B sq ch K to K sq
29 Q to Kt 8 ch K to Q 2
30 B to B 5,

and White wins.

(F) 30 B t. Kt ch would have put an end to any further resistance.

Game 280.

IRREGULAR OPENING.

White.	Black.	White.	Black.
T. H. PIPER.	L. BENIMA.		
1 Kt to K B 3	Kt to QB 3 (?)	30 Kt to Kt 3 (I)	B to B 3 (G)
2 P to Q B 4	P to K 3	31 B to Kt 3 (H)	R to K 6 (I)
3 P to K 3	Kt to B 3	32 R t. B (!)	P t. R
4 Kt to B 3	P to Q 4	33 Q to Q 4	R t. B (J)
5 P to Q 4	P to Q R 3	34 P t. R	B to B 4
6 B to K 2	B to K 2	35 Q t. P ch	K to Kt sq
7 Castles	Castles	36 Q to Kt 5 ch	B to Kt 3 (K)
8 P to Q R 3	Kt to K sq (A)	37 B t. B	Q t. Kt (L)
9 Q to B 2 (B)	P to B 4	38 B to B 2 dis. ch	Resigns.
10 P to B 5	Kt to B 3		
11 P to Q Kt 4	Kt to K 5		
12 Kt t. Kt	B P t. Kt		
13 Kt to K sq	B to B 3 (!)		
14 B to Kt 2	Kt to K 2		
15 Q to Q 2	B to Kt 4		
16 Kt to B 2	P to B 3		
17 P to B 3	P t. P		
18 R t. P	R t. R		
19 B t. R	Kt to B 4		
20 R to K B sq	Q to K 2		
21 Q to K 2	Kt to R 3		
22 B to B 3 (C)	B to Q 2		
23 B to K sq (?)	P to K 4 (!)		
24 P to K 4	P t. K P		
25 B t. P	P t. P		
26 Kt t. P	R to K sq (D)		
27 Q to B 4 ch	K to R sq		
28 B to Q B 2	Q to K 6 ch (E)		
29 B to B 2	Q t. P (F)		

(A) Black is already suffering from the ill effects of his first move, and has difficulty in developing his game. His present move, however, loses further time. Probably his best continuation was :

8 P t. P
9 B t. P P to Q Kt 4
10 B to Q 3 B to Kt 2

(B) White cannot as yet tell where his Queen will be most usefully posted, and it would have been better to proceed with 9 P to B 5.

(C) 22 P to K 4 was more promising.

(D) 26 K to R sq would have been somewhat embarrassing, but, if properly met, would have resulted in an even game.

(E) Black here misses the path to victory by 28 Kt to Kt 5, threatening to win a piece by 29 Q t. B. If 29 Q to Q 3, Q to K 6 ch, and wins; if 29 B to B 2, Kt t. B, 30 R t. Kt, B to K 6, &c.; if 29 Kt to B 3, then:

29 Kt to K 6
30 Q to K 4
(30 Q to Q 3, B to B 4.)
30 Q t. Q
31 B t. Q Kt t. R
32 Kt t. B R to K B sq
(best)

33 Kt t. P
(33 B t. P, B to B 4, 34 B t. B, R t. B, 35 Kt to K 4, Kt to K 6, 36 B to B 2, Kt to B 5.)

33 R to B 5
34 Kt to Kt 5 Kt to K 6
35 B to K B 3 Kt to B 5

and Black's material superiority should eventually win the game. Finally, if:

29 B to K Kt 3 P to K R 4
30 Q to Q 3 (or A) Q to K 6 ch
31 K to R sq (best) Q t. Q
32 B t. Q P to R 5
33 P to R 3

(33 B to Q 6, B to K 6, &c.)

33 P t. B
34 P t. Kt B t. P
35 Kt to B 5

(If 35 Kt to B 3, B to K 6, 36 R

to K sq, R to K 3, 37 Kt to Kt sq, P to Kt 4, 38 Kt to R 3, R to K 2, 39 B to B 4, B to Q 2, 40 B to Q 3 (best), and Black wins by bringing his King to guard the Rook, and playing P to Kt 5 at the right moment. If again 35 Kt to B 2, Black wins by 35 R to Q sq, 36 B to Q 8, and 37 B to K 6, after which the White King can never escape.)

35 R to Q sq
36 B to K 4 B t. Kt
37 B t. B B to K 6, &c.

A.

30 P to R 3 Q to K 6 ch
31 B to B 2 (best) Kt t. B
32 R t. Kt B to R 5
33 Q to Q 3 (best) Q t. R ch
34 K to R 2 R to K 5 (!),
and wins.

(F) This ill-advised capture loses Black the game.

(G) If 30 Kt to B 4, 31 Q to B 7.

(H) Very well played.

(I) There is really nothing to be done.

(J) If 33 R t. Kt, 34 Q t. P ch, and wins.

(K) 36 K to B 2 was rather better.

(L) Generously sparing White any further trouble.

Game 281.

RUY LOPEZ.

White.	Black.	White.	Black.
W. MUNDRELL.	H. LEE.		
1 P to K 4	P to K 4	10 P to Q Kt 3 (?)	Castles Q R
2 Kt to K B 3	Kt to Q B 3	11 P to K B 3	Kt to R 4 (E)
3 B to Kt 5	Kt to B 3	12 Castles	P to B 4
4 P to Q 3	B to B 4 (A)	13 Q to Q 2	P to B 5
5 B to K 3 (B)	B to Kt 3 (C)	14 B to B 2 (F)	Q to Kt 4
6 B t. Kt	Q P t. B (D)	15 K to R sq	K R to B sq
7 Kt t. P	Q to K 2	16 Kt to Q B 3	R to B 3
8 Kt to B 4	B to K 3	17 R to K Kt sq (?)	Kt to Kt 6 ch (!)
9 Kt t. B	B P t. Kt	18 B t. Kt	Q t. B (!)
		19 K R to B sq	R to R 3

White.	Black.
20 K to Kt sq	Q t. R P ch
21 K to B 2	B to R 6
22 R to Kt sq	Q to Kt 6 ch (?)
	(G)
23 K to B sq	Q t. B P ch
24 Q to B 2	Q t. Q ch
25 K t. Q	B to Kt 5
26 R to R sq	Q R to Q 3
27 Kt to K 2	P to K Kt 4
28 R t. R	R t. R
29 Kt to Q 4	R to R 7
30 Kt to B 3	B t. Kt
31 K t. B	K to Q 2
32 P to Q 4	P to K R 4
33 R to K Kt sq	K to K 3 (?) (H)
34 P to B 4	R to R 5
35 R to Q sq	R to Kt 5
36 P to Q 5 ch	P t. P
37 B P t. P ch	K to Q 2 (I)
38 P to K 5	R to Kt 6 ch
39 K to B 2	R to K 6
40 R to K sq	R to Q 6 (?) (J)
41 P to K 6 ch	K to K 2
42 R to K 5	P to Kt 5
43 R t. P	P to Kt 6 ch
44 K to B sq	P to B 6
45 P t. P	R t. P ch
46 K to Kt 2	R to K 6
47 R to R 7 ch	K to Q 3
48 R to Q 7 ch	K to K 4
49 P to K 7	K to B 5
50 R to B 7	R to K 7 ch
51 K to B sq	R to K 6
52 P to Q 6	K to B 6
53 R to B 2, and White wins.	

(A) P to Q 3 is safer.

(B) The following is the acknowledged continuation:—

5 P to B 3	Q to K 2
6 Castles	Castles

7 P to Q 4	B to Kt 3
8 B t. Kt	Kt P t. B
9 Kt t. P	Kt t. P
10 R to K sq	P to K B 4
11 Kt to Q 2, with the advantage.	

(C) Loss of time. He should play 5 Q to K 2.

(D) It was rather better to take with the Knight's Pawn, e.g.:

6	Kt P t. B
7 Kt t. P	Q to K 2
8 Kt to B 4	P to Q 4
9 Kt t. B	R P t. Kt,

and Black has some attack for his Pawn.

(E) The first move of a series of ingenious manœuvres by which, aided by some weak play on the part of his antagonist, Black obtains a winning game.

(F) If:

14 B t. P	Kt t. B
15 Q t. Kt	Q to B 4 ch
16 R to B 2 (best)	Q to Q 5
17 P to B 3	Q t. Q P
18 Q to Q 2	Q to R 3,

with a good game.

(G) Missing the winning move, 22 R to Kt 3, which would have left White entirely without resource.

(H) Losing valuable time. He should have at once proceeded to free his Rook by 38 R to R 5.

(I) If 37 K to Q 3, White wins by 38 P to K 5 ch.

(J) Fatal. Taking the Rook would have secured a draw at least.

Game 282.

KING'S BISHOP'S OPENING.

White.	Black.	White.	Black.
H. LEE.	F. S. ENSON.		
1 P to K 4	P to K 4	5 P to Kt 3	Kt t. Kt P
2 B to B 4	Kt to K B 3	6 Kt to K B 3	Q to R 4
3 P to K B 4	Kt t. P	7 R to Kt sq	P to K 5 (B)
4 P to Q 3	Q to R 5 ch (A)	8 P t. K P (!)	Kt t. K P (C)
		9 Q to K 2	P to Q 4

White.	Black.	7	P to Q 4
10 R to Kt 5	Q to R 6	8 B t. P	P t. P
11 B t. Q P	P to K B 4	9 Kt to B 3	B to Q Kt 5 (!)
12 Q Kt to Q 2 (D)	K B to K 2	10 Q B t. P	Q t. B
13 Q Kt t. Kt	P t. Kt	11 R t. Kt	Castles
14 Q t. P	Q to K R 3	12 Q to Q 2, &c.	
15 B to K 3	K to B sq (E)		
16 R to K 5	B to R 5 ch		
17 Kt t. B	Q t. Kt ch		
18 B to B 2	Q to Q sq		

White mates in three moves. (F)

(A) This sortie is unadvisable. Black should retreat the Knight to B 4.

(B) 7 P to Q 4 is Black's best move at this point, but White still maintains a fine attack, *e.g.* :

(C) 8 Q to Q B 4 would have been somewhat better.

(D) White might here have won the Black Queen for two minor pieces by 12 B to B 7 ch and 13 R to R 5.

(E) 15 Kt to Q 2 was more promising.

(F) By 19 R to K 8 ch, 20 B to B 5 ch, and 21 Q t. Q, mate.

Game 293.

GRECO COUNTER-GAMBIT.

White.	Black.	White.	Black.
R. RANSON.	H. LEE.		
1 P to K 4	P to K 4	29 Kt to Kt 3	P to K Kt 4
2 Kt to K B 3	P to K B 4	30 B P t. P	Kt t. Kt P
3 P t. P (A)	P to K 5 (B)	31 B t. Kt (J)	R t. B
4 Kt to Q 4 (C)	Kt to K B 3	32 Kt to B 4	P to K 6
5 B to K 2	B to B 4	33 Q t. P	R to K sq
6 Kt to Kt 3	B to Kt 3	34 Q to B 2	B to K 5 ch
7 Castles	Castles	35 K to R 2	R to B 4
8 P to Q 4	P to Q 4	36 Kt to B 5 (K)	B to B 6
9 B to K 3	Q B t. P	37 K R to K sq (L)	R t. Kt (!) (M)
10 Kt to B 3	P to B 3	38 R t. R	K t. R
11 P to B 4 (?)	Q to K sq	39 Q to K 3 ch (N)	R to K 5
12 P to K R 3	Q to Kt 3	40 Kt t. R	Q t. Kt
13 K to R 2	P to K R 4	41 Q t. Q	P t. Q
14 Q to K sq	Q Kt to Q 2	42 R to K sq	B to B 3
15 R to K Kt sq	K to B 2	43 P to Q 5	B to B 6
16 Q to R 4	B to B 2	44 R to Q Kt sq	P to K 6
17 Kt to Q 2	Kt to Kt 5 ch (!)	45 K to Kt sq	B to Q 5 (O)
18 B t. Kt (D)	P t. B	46 K to B sq	B t. P
19 Q to B 2	R to R sq (E)	47 R to B sq	B to K 5
20 P to K R 4	R to R 4	48 K to K 2	B to B 6 ch
21 P to K Kt 3	Q R to R sq	49 K to Q 3	B to Q Kt 7
22 P to Q Kt 4 (F)	Q to B 3	50 R to Q Kt sq	P to K 7
23 K to Kt 2 (G)	Kt to B sq	51 K to Q 2	B to K 4
24 P to Q R 4 (H)	Kt to K 3	52 R to Kt sq	B to Q 5
25 Kt to K 2	B to Q sq	53 R to K sq	B to B 7,
26 P to Q B 4	Q to R 3		
27 P t. P	P t. P		
28 Q R to Q B sq	Q to R 2 (I)		

and Black won the game.

(A) Inferior to 3 Kt t. P or 3 B to B 4.

(B) 3 P to Q 3 is considered better.

(C) 4 Kt to K 5 seems stronger play; and, if Black reply with 4 Kt to B 3, then 5 B to K 2.

(D) The only reply. If 18 P t. Kt, 19 P t. P, and White must lose his Queen or be mated in two moves. If 18 K to R sq, 19 Q Kt to B 3, and Black wins.

(E) Black might have selected the simple continuation 19 P t. P, 20 P t. P (20 P to K Kt 3, Kt to B 3, &c.), Q to R 3, 21 R to Kt 3, R to R sq, 22 Q to Kt 2, B t. B P, 23 B t. B, Q t. B, &c.

(F) 22 Kt to K 2 would have been better.

(G) Black threatened 23 R t. P ch, 24 P t. B, R t. P ch, 25 K to Kt 2, P to Kt 6, &c.

(H) Here again 24 Kt to K 2 is to be preferred.

(I) Preparatory to the advance of the King's Knight's Pawn. This game is played throughout by Mr. Lee with characteristic impetuosity.

(J) Unadvisable. 31 Kt to B 4 would have led to an even game at least.

(K) 36 Kt to Q 2 would have been much better.

(L) 37 Kt from B 5 to Q 3 seems more prudent.

(M) Very well played.

(N) If 39 P t. R, B t. P, 40 Q to K 3 ch, B to K 2 dis. ch, 41 K to Kt sq, Q to R 8 ch, 42 K to B 2, P to Kt 6 ch, 43 K t. P, Q to Kt 7, mate.

(O) 45 P to K 7 would have been more expeditious.

Game 284.

KING'S BISHOP'S OPENING.

White.	Black.	White.	Black.
H. LEE.	L. BENIMA.		
1 P to K 4	P to K 4	21 P to Q 4	Kt to K 5
2 B to B 4	P to Q B 3(A)	22 Q R to B sq	Q to B 2
3 Kt to K B 3 (B)	P to Q 4	23 P to K B 4	Kt t. B
4 P t. P	P t. P	24 Q t. Kt	R to K 5
5 B to Kt 5 ch	B to Q 2	25 P to Kt 3	Q R to K sq
6 B t. B ch	Kt t. B	26 P to B 5	R to K 7
7 Castles	B to Q 3	27 Q to Q sq	Q R to K 6(F)
8 Kt to Q B 3	Kt to K 2	28 P t. Kt	
9 P to Q 3	R to Q B sq	Black mates in three moves. (G)	
10 B to K 3 (?)	P to Q Kt 3(C)		
11 Kt to K Kt 5 (D)	P to K R 3		
12 Q to R 5 (?)	Castles		
13 Kt to R 3 (E)	Kt to K B 3		
14 Q to B 3	P to Q 5		
15 B t. R P	P t. Kt		
16 P t. P	Kt to Kt 3		
17 B to Q 2	P to K 5		
18 Q to K 2	P t. P		
19 P t. P	R to K sq		
20 Q to Q sq	B to Kt sq		

(A) This defence, which is more than a century old, is now seldom practised, and is not so good as 2 B to B 4 or 2 Kt to K B 3.

(B) White should play 3 Q to K 2; and, if Black answer with 3 Kt to B 3, 4 P to B 4.

(C) He might have advantageously continued with 10

P to Q 5, 11 Kt to K 4, B to Kt sq, and, if 12 B to Q 2, P to B 4.

(D) Premature. White should rather have played 11 Kt to K 2.

(E) The loss of a piece cannot be averted, and White would probably therefore have done better to play some such attacking move as P to B 4.

(F) Leading to a pretty finish.

(G) By:

28	R t. P ch
29 K to R sq	R to Kt 8 ch
30 K or R t. R	Q mates.
Or:	
29 P t. R	Q t. P ch
30 K to R sq	Q or R mates.

Game 285.

FRENCH GAME.

White.	Black.	White.	Black.
W. M. GATTIE.	J. WEST.		
1 P to K 4	P to K 3	34 P to K Kt 3 (D)	R to K 2 (E)
2 Kt to Q B 3	P to Q 4	35 P to Q Kt 4	P t. P
3 P to Q 4	Kt to K B 3	36 P t. P	K to Kt 2 (F)
4 P t. P	P t. P	37 R to Q B sq	K to B 3
5 B to Q 3	B to Q 3	38 R to B 5	B to K sq
6 Kt to B 3	Castles	39 R to R 5	P to Kt 3
7 Castles	P to Q B 3	40 R to R 6 (G)	R to Q Kt 2
8 Kt to K 2	B to K Kt 5	41 R to R 8	B to Q 2
9 Kt to Kt 3	Q to B 2	42 B to R 6	R to B 2
10 R to K sq	Q Kt to Q 2	43 R to Q Kt 8	P to Kt 4
11 P to B 3	Q R to K sq	44 P to R 5 (H)	K to K 2 (I)
12 B to K 3	Kt to K 5	45 B to Kt 7	K to Q 3
13 Q to B 2	Q Kt to B 3	46 P to R 6	R t. B
14 Kt to Kt 5	Kt t. K Kt	47 R t. R	B to B sq
15 B t. Kt	B t. Kt	48 R to Q R 7	P to B 4
16 R P t. B	P to K R 3 (?)	49 Q P t. P ch	K to B 3
17 B t. Kt	P t. B	50 K to K 3	P to R 5
18 P to B 3 (?)	R t. R ch (!)	51 P t. P	B to K 3
19 R t. R	Q t. P	52 R to K Kt 7	B to B sq
20 Q to Q 2	B to K 3	53 P to R 7	B to Kt 2
21 Q to K B 2	Q t. Q ch	54 R to Kt 8	Resigns.
22 K t. Q	P to K B 4 (A)		
23 R to K R sq	K to Kt 2		
24 R to R 5	P to B 5		
25 R to R 4	P to K B 4		
26 R t. B P	P to K R 4		
27 R to R 4	K to R 3		
28 P to K B 4 (B)	R to K Kt sq		
29 B to K 2	B to B 2		
30 R to R 3	R to K sq		
31 R to B sq (C)	R to K 3		
32 P to R 4	P to R 4		
33 B to Q 3	B to Kt 3		

(A) A mistake. Black must now lose the doubled Pawn.

(B) From this point White manoeuvres to force the entry of his Rook into Black's camp.

(C) Evidently this entry can only be effected on the Queen's side.

(D) The object of this move is to lock the adverse King's Rook's Pawn and to give Black the option of several self-damaging moves.

(E) After this move I believe Black has a lost game. The Rook was required at K 3 to support the Queen's Bishop's Pawn. It is not easy, however, to find any satisfactory continuation. If 34 K to Kt 2, 35 P to Kt 4, P t. P (35 P to Kt 3, 36 P t. P, P t. P, 37 R to Q Kt sq, &c.), 36 P t. P, K to B 3, 37 R to Q B sq, B to K sq, 38 P to R 5, and White ought to win.

(F) It would have been rather better to play the Rook back to King's third, in which case the position would in a move or two have become identical with that arrived at in note (E).

(G) Much better than 40 R to R 8 at once.

(H) White could have won a Pawn by 44 P t. P; but, after the exchange of Pawns and Bishops, Black could have made a stubborn and perhaps successful resistance.

(I) Which loses at once. The only feasible move was 44 R to R 2, in which case White intended to proceed with:

45 R to Kt 7	R t. B (!)
46 R t. B	K to Kt 3
47 R to Q 6 ch	K to Kt 2
48 K to Kt 2,	

and the King's Rook's Pawn must fall in a few moves.

Game 286.

GIUOCO PIANO.

White.	Black.
J. LORD.	W. M. GATHE.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to B 4	B to B 4
4 P to B 3	Kt to B 3
5 P to Q 4	P t. P
6 P t. P	B to Kt 5 ch
7 K to B sq	K Kt t. P
8 P to Q 5	Kt to K 2 (A)
9 Q to Q 4	Kt to K B 3
10 B to K Kt 5	Kt to Kt 3 (B)
11 Kt to B 3	B t. Kt (C)
12 P t. B	Castles
13 P to K R 4	P to K R 3
14 P to R 5	Kt to R sq
15 B to R 4	P to Q 3
16 B to Q 3 (D)	R to K sq
17 B to Q Kt 5 (E)	B to Q 2
18 B t. B	Q t. B
19 B t. Kt	P t. B
20 Q t. P	K to R 2
21 Kt to Q 4 (?) (F)	R to K 4
22 R to R 3	R to K Kt sq
23 P to Q B 4 (?) (G)	Q to Kt 5
Resigns.	

[The notes are by Mr. J. Lord.]

(A) Kt to R 4 loses a piece.

(B) If:

10	P to B 4
11 Q to K 3	P to Q 3
12 B t. Kt	P t. B

13 Q Kt to Q 2, with a good game. Also 11 Q t. Kt is worth considering, and possibly sound.

(C) If:

11	P to K R 3
12 R checks	K to B sq
13 P to Q 6 (!)	

If:

11	B to K 2
12 R to K sq	Castles

13 P to K R 4, with a fine game. If 11 Castles, 12 P to K R 4, with a strong attack.

(D) 16 P to K Kt 4 would almost compel Black to sacrifice a piece for three Pawns, without, however, getting a good game; for

White would still keep a strong attack. If he does not give up the piece the further advance of the Pawns should be fatal.

(E) This was a hasty, ill-considered move; but if properly fol-

lowed up White should still keep the better game.

(F) 21 R to R 4 would now secure White the advantage, I believe.

(G) An astonishing oversight.

Game 287.

GIUOCO PIANO.

White.	Black.
J. LORD.	F. S. ENSOR.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to B 4	B to B 4
4 P to B 3	Kt to B 3
5 P to Q 4	P t. P
6 P t. P	B to Kt 5 ch
7 K to B sq (A)	P to Q 4 (B)
8 P t. P	K Kt t. P
9 Kt to B 3	B t. Kt (C)
10 P t. B	Castles
11 Kt to Kt 5 (D)	B to B 4
12 Q to B 3	B to K 3
13 B to Kt 3	P to K R 3
14 P to K R 4	P t. Kt (?) (E)
15 P t. P	P to K Kt 3
16 Q to K 4 (?) (F)	K to Kt 2 (!)
17 P to Q B 4	R to R sq
18 R t. R	Q t. R
19 P t. Kt	B to B 4
20 Q to B 4	R to K sq
21 B to K 3	R to K 5 (G)
22 P t. Kt	R t. Q
23 B t. R	Q to R 8 ch
24 K to K 2	Q t. R (H)
25 P t. P	Q t. Q P
26 P queens	Q t. B
27 Q t. R P	Q to Q 3
28 Q to K 3	Q to R 3 ch
29 K to B 3	Q to B 3 ch
30 K to Kt 3	Q to Q 3 ch
31 P to B 4	K to B sq
32 K to B 2	B to Q 6 (?) (I)
33 Q to K 5	Q t. Q
34 P t. Q	K to K 2
35 K to K 3	B to R 3
36 K to Q 4	B to Kt 2

White.	Black.
37 P to Kt 3	B to B sq
38 K to B 5	B to Q 2
39 P to R 4	B to B sq
40 K to B 6	K to Q sq
41 P to R 5	Resigns.

[The notes are by Mr. Lord.]

(A) An ugly-looking move, so not likely to be in general favour, but it has some points.

(B) Kt t. P gives White a strong attack: see the game between Lord and Gattie.

(C) If 9 Kt t. Kt, 10 P t. Kt. If B t. P, then I think White gets a fine game by

11 Q to Kt 3	B t. R
12 B t. P ch	K to B sq
13 B to R 3 ch	Kt to K 2
14 K to K 2	

If again:

9	B to K 3
10 B t. Kt	B t. B
11 Q to K 2 ch	B to K 2
12 Q to Kt 5	B t. Kt
13 P t. B, &c.	

(D) Black has now a difficult game, for the Knight cannot be dislodged for some time.

(E) Very imprudent, and should lose the game.

(F) Missing the winning move, 16 B t. Kt (!), for as the Bishop could not be taken, White would

remain with a winning game and a Pawn ahead.

(G) Checking with Queen and winning the exchange was better. This move helps to improve White's game.

(H) 24 Q t. P was better, and would probably have won the game.

(I) Very weak. He should avoid exchanging Queens.

Game 288.

IRREGULAR OPENING.

White.	Black.	White.	Black.
J. I. MINCHIN.	J. LORD.		
1 Kt to K B 3	P to K B 4	38 R t. B ch	R t. R
2 P to K 3	P to K 3	39 B t. Kt	K to K 2
3 P to Q 4	Kt to K B 3	40 B to B 7	K to K 3 (!)
4 B to K 2	P to Q Kt 3	41 B to R 6	K to B 2
5 Castles	B to Kt 2	42 B to Q 3 (?) (H)	R to Q B sq (!)
6 P to Q B 4	P to Q B 4	43 B t. P	R to B 6
7 Kt to B 3 (A)	P t. P	44 K to K 2	R t. P
8 P t. P	B to Kt 5	45 K to Q 2	P to R 5
9 P to Q R 3	B t. Kt	46 B to B 5	R to R 8
10 P t. B	P to K R 3	47 B to B 2	P to R 6
11 P to Q 5 (B)	P t. P	48 K to B 3	P to R 7
12 Kt to Q 4	Castles	49 B to R 3 (I)	R to Q Kt 8
13 Kt t. P	Kt to K 5	50 B to Kt 2	P queens
14 B to Kt 4	P t. P (C)	51 B t. Q	R t. B
15 Q to Q 4	Q to K B 3	52 B to B 5	R to K R 8
16 Q t. P ch	P to Q 4	53 P to R 4 (P) (J)	R t. P
17 Q to Q 4	Q t. Q (D)	54 K to Kt 4 (?)	R t. P ch
18 P t. Q	Kt to Q B 3	Resigns.	
19 P to K B 3	Kt to B 3		
20 B to Kt 2	K to R 2		
21 Kt to Q 6	B to R 3		
22 K R to Q B sq	Kt to Q R 4		
23 B to B 5 ch	K to R sq		
24 R to B 7	Kt to B 5		
25 Kt t. Kt	B t. Kt		
26 B to Kt 6	B to Kt 4		
27 Q R to Q B sq	B to Q 2		
28 B to B 3	B to K sq		
29 B to Q 3	P to Q R 4		
30 R to Kt 7	Kt to Q 2 (E)		
31 B to Kt 5	R to B 2		
32 B to Q 2	R to K 2		
33 Q R to B 7	Q R to Q sq		
34 K to B 2 (F)	K to Kt sq		
35 B to B 6	K to B sq		
36 B to B 4	Kt to B 4 (G)		
37 R t. R	Kt t. R		

[The notes are by the Editor.]

(A) 7 P to Q R 3, to restrain the action of the King's Bishop, if Black changes Pawns, is here advisable.

(B) This is perhaps not quite sound, but it produced a most difficult game for both parties, and did not actually result in loss.

(C) If 14 Kt t. P at Q B 3,
 15 Q to Q 4 Q to B 3
 16 Q t. Q R t. Q
 17 B to Kt 2 Kt to K 7 ch
 18 K to R sq R to K 3
 19 K R to K sq Kt to B 5
 20 P t. P, and however Black play he will have a difficult game, and

cannot maintain even a numerical superiority.

(D) Again taking the Queen's Bishop's Pawn with Knight does not yield any advantage.

(E) It is doubtful whether the Knight's Pawn was worth defending at this cost. In a few moves Black's pieces get completely locked up.

(F) An unnecessary precaution; B to B 4 at once was stronger. At this point Mr. Minchin was summoned to attend an important meeting of the Committee, and when the game was resumed some days later he had only nine minutes to make the next six moves, having in the meantime almost forgotten the peculiarities of a very difficult position.

(G) Black was compelled to run some risk of this kind, and he trusted to White's time pressure preventing him seeing his way clearly in the complications that

arose. If the Knight be taken Black gets two passed Pawns for the piece.

37 P t. Kt	B t. B
38 R t. R	B t. R
39 R t. B	P t. P

The continuation chosen by White appears the best.

(H) This weak move, made when there was no longer any pressure from the time limit, was without excuse, and threw away a hard-won victory. 42 B to K 5, followed by P to Q R 4, made winning a mere question of time.

(I) Mr. Lord has taken the best advantage of his opponent's weak play, and has now a won game. If 49 K to Kt 2, R to B 8 wins.

(J) This and the next move were hallucinations arising from the mortification of having thrown away the game; but they were of no consequence, as at this stage the game was irretrievable.

Game 289.

RUY LOPEZ.

White.	Black.
L. BENIMA.	J. LORD.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	P to Q 3
4 B t. Kt	P t. B
5 P to Q 4	Kt to B 3
6 P t. P	Kt t. P
7 P t. P	P t. P
8 Castles	B to K 2
9 R to K sq	P to K B 4
10 Q to K 2	P to Q 4
11 Kt to K 5 (?) (A)	Q to Kt 3 (!)
12 P to Q B 3 (B)	Castles
13 B to K 3	Q to B 2
14 P to K B 4	B to Q 3
15 Kt to Q 3	B to R 3
16 P to K Kt 3	Q R to K sq

White.	Black.
17 Q to Q sq	P to B 4
18 Kt to B 2 (C)	Q to B 3
19 Q to B 3	B to Kt 2
20 P to Q R 3 (D)	P to Q 5
21 P t. P	Kt t. Kt
22 Q t. Q	Kt to R 6 ch
23 K to Kt 2	B t. Q ch
24 K t. Kt	R to K 3
25 P to K Kt 4	K R to K sq
26 Kt to Q 2	R t. B ch
27 R t. R	R t. R ch
28 K to R 4	B to K 2 ch
29 P to Kt 5	B to Kt 7
30 Resigna.	

[The notes are by Mr. J. Lord.]

(A) Leading only to destruction.

(B) There is no good move.

(C) If:

18 Kt to K 5

B t. Kt

19 Q t. P ch

K to R sq

20 P t. B

B to Kt 2,

followed by Q to B 3, &c.

(D) Weak, but his strength is gone.

Game 290.

RUY LOPEZ.

White.	Black.
W. E. VYSE.	W. A. LINDSAY.
1 P to K 4	P to K 4
2 Kt to K B 3	Kt to Q B 3
3 B to Kt 5	Kt to K B 3
4 P to Q 3	P to Q 3
5 P to K R 3	B to Q 2
6 P to Q B 3	P to K R 3
7 B to K 3	P to R 3
8 B to R 4	P to Q Kt 4
9 B to B 2	P to Q 4
10 Q Kt to Q 2	B to K 3
11 P to Q 4	B to Q 3
12 Castles	Castles (A)
13 P to Q R 3	Q to Q 2
14 Kt t. P (B)	B t. Kt
15 P t. B	Q Kt t. P
16 P to K B 4	Kt to B 5
17 Kt t. Kt	Q P t. Kt
18 Q to B 3	Q to B 3
19 B to Q 4	Kt to R 2
20 P to B 5	B to B sq
21 Q to Kt 3	P to B 3 (C)
22 Q R to K sq (D)	R to Kt sq
23 P to K 5	P t. P
24 R t. P	R to B 2 (E)
25 B to K 4	Q to Q 3
26 Q to Kt 6 (F) (F)	Q t. Q
27 R to K 8 ch	R to B sq
28 R t. R ch	Kt t. R
29 P t. Q	B to K 3
30 B to K 5	R to K sq (!)
31 B t. B P	B t. P
32 B to Q 5 ch	B to K 3
33 R to K sq	K to R sq

34 B to Q 6

R to Q sq

35 B t. Kt

B t. B

The game was contested for many more moves, and was finally drawn.

[The notes are by the Editor.]

(A) The game has been carefully opened on both sides, with a complete development of the forces before any attack is attempted.

(B) Black's threatened capture of the King's Rook's Pawn compels White to break up the position.

(C) Necessary to prevent the advance of the King's Bishop's Pawn, and guard the threatened mate.

(D) Threatening P to K 5 and B to K 4, winning at least the exchange.

(E) 24 Q to Q 3 seems better: In reply 25 Q t. Kt P ch, though tempting, would have been quite unsound.

(F) Up to this point White has played the attack with great skill. He could here have greatly strengthened his attack by 26 B to Q 5, to which there was no satisfactory reply. After the exchanges that follow the draw is forced.

Game 291.

BISHOP'S OPENING.

White.	Black.
J. I. MENCHIN.	W. E. VYSE.
1 P to K 4	P to K 4
2 B to Q B 4	Kt to K B 3
3 Kt to K B 3	Kt to B 3
4 Kt to Kt 5	P to Q 4
5 P t. P	Kt to R 4
6 B to Kt 5 ch	P to B 3
7 P t. P	P t. P
8 B to K 2	B to B 4 (A)
9 P to Q 3	P to K R 3
10 Kt to K 4	Kt t. Kt
11 P t. Kt	Q to Q Kt 3
12 Castles	B to K 3
13 P to Q B 3	Kt to Kt 2
14 P to Q Kt 4	B to K 2
15 B to K 3	Q to B 2
16 Kt to Q 2	Kt to Q 3
17 B to B 5	Q R to Q sq
18 Q to B 2	Castles
19 Q R to Q sq (B)	K to R sq
20 Q to R 4 (?)	Kt to B sq
21 B t. B	Kt t. B
22 Kt to B 4	P to K B 4
23 R t. R	R t. R
24 P t. P	B t. P
25 R to Q sq	Kt to Q 4
26 Q to Kt 3	B to K 3
27 Kt to K 3	Q to B 2 (C)
28 P to Q B 4	R to K B sq
29 P t. Kt	Q t. P ch
30 K to R sq	B t. P (D)
31 Kt t. B	Q t. B (E)
32 Kt to K 3	P to K 5
33 P to K R 3	P to K R 4
34 P to Q R 4	P to R 5
35 Q to B 3	P to R 4
36 P t. P	K to R 2
37 R to K sq	Q to R 3
38 Kt to B 4	Q to R 2 (F)
39 Q to K 3.	

and after a few more moves Black resigned.

[The notes are by the Editor.]

(A) Through Black not at once pushing Rook's Pawn on Knight, White is able to get a freer game than he ought to at this opening.

(B) Black has no superiority of development to show for the Pawn sacrificed.

(C) Black over-estimates the attack to be obtained by the sacrifice of the piece which this move entails. 27 Kt to B 5 seems to be the best continuation.

28 R t. R ch	Q t. R
29 B to B 4	Kt to K 7 ch
30 K to B sq	

White maintains his Pawn.

If:

27	Kt t. Kt
28 R t. R ch	Q t. R
29 Q t. B,	

and equally maintains the Pawn.

(D) Of course if 30 P t. P, 31 R to K B sq (!)

(E) 31 P t. Kt might be a little better, as it secures two passed Pawns for the piece, but White can stop their progress at once:

32 B to Kt 5	R to Q sq
33 P to K R 3	P to Q 5
34 Q to Q 3	Q to B 5
35 R to K sq	

(F) A neat little trap; if White takes the King's Pawn he is mated in two moves.

Game 292.

VIENNA OPENING.

White.	Black.	
J. I. MINCHIN.	C. B. VANSITTART.	(A) Not so good as 2 Kt to K B 3, or 2 Kt to Q B 3
1 P to K 4	P to K 4	(B) P to Q 3 was better.
2 Kt to Q B 3	B to Kt 5 (A)	(C) If 11 P t. B, then
3 P to K B 4	Kt to K B 3(?)	12 Q t. K B P ch K to R sq
4 B to Q B 4	Castles (B)	13 R t. B (!) R to K 8 ch,
5 P t. P	B t. Kt	or (A)
6 P t. Kt	B t. P	14 R to B sq R t. R ch
7 Kt to K B 3	R to K sq	(If 14 Q to K sq, 15 B to Q 2.)
8 Castles (!)	R t. P	15 Q t. R Q to Q 5 ch
9 P to Q 3	R to K sq	16 K to R sq Q to B 3
10 Kt to Kt 5	P to Q 4	17 B to Q 2, and White must win.
11 Q to R 5 (!)	P to K R 3 (C)	
12 Kt t. P	Q to K 2	
13 B t. Q P	Q to B 4 ch	
14 K to R sq	B to K 3	
15 Kt to Kt 5	B t. B	
16 Q t. R ch	Q to B sq	A.
17 Q t. Q ch	K t. Q	13 Kt to Q 2
18 Kt to R 7 ch	K to K 2,	14 R to R 6 Kt to B sq
and White won the game.		15 B to Q 2, and wins.

Game 293.

FOUR KNIGHTS' GAME.

White.	Black.	White.	Black.
W. L. NEWHAM.	I. GUNSBURG.		
1 P to K 4	P to K 4	17 P to B 6	Q to B sq
2 Kt to K B 3	Kt to Q B 3	18 R to Q 4	Kt to K 3
3 Kt to B 3	Kt to B 3	19 R to Kt 4	P to Kt 3
4 B to Kt 5	B to B 4 (A)	20 Q to R 4	K to R sq (F)
5 Castles	P to Q 3 (B)	21 R to Kt 3 (G)	Q R to Kt sq
6 B t. Kt ch	P t. B	22 P to Kt 4 (?) (H)	R t. P
7 P to Q 4	P t. P	23 P to K 4	R to B 5 (I)
8 Kt t. P	B to Q 2	24 K to R sq	Q to Q Kt 5 (J)
9 Kt to B 5 (C)	B t. Kt	25 R to R 3	P to R 4
10 P t. B	Castles	26 R to B 5 (!)	Kt to Kt 2 (K)
11 B to K 3	B t. B (D)	27 P t. Kt ch	K to Kt sq
12 P t. B	P to Q 4	28 R t. R P (!) (L)	Q to K 2
13 Q to B 3	R to K sq	29 R to R 8 ch	K t. P
14 Q R to Q sq	Q to K 2	30 Q to R 6 ch (?) (M)	K to B 3
15 R to Q 3	Kt to Q 2	31 Q to B 4 ch	K to K 3
16 Q to Kt 3	Kt to B 4 (?) (E)	32 P t. P ch	K to Q 2
		33 P t. P ch	K to B sq

White.	Black.
4 R t. R ch	Q t. R
35 Q to K 3	Q t. P
36 R to B 3	P to B 4
37 Q to Q 3	R to Q Kt 5 (N)
38 P to K R 3	R to B 5
39 Kt to Q 5	Q to B 4
40 P to B 3	R to K 5
41 R to B sq	Q to Q 3
42 R to Q sq	P to K Kt 4
43 P to B 4	P to R 4
44 Q to Q B 3	Q to B 4
45 Q to R 8 ch	K to Kt 2
46 R to Kt sq ch	Resigns.

[The notes are by the Rev. C. E. Ranken.]

(A) Usually esteemed inferior to the Double Ruy Lopez, but a much more interesting defence.

(B) Castling is preferable, for White could not win a Pawn by taking the Knight.

(C) At this point Mr. Newham commences an excellent and well-sustained attack.

(D) It would be better to retire the Bishop to Kt 3.

(E) P to B 3 was imperatively demanded here.

(F) Perhaps P to K R 3 and K to R 2 would afford a better defence, but anyhow Black's position is not nice.

(G) R to B 3 looks still more potent.

(H) An oversight which, fortunately for White, does not destroy his attack. He ought to have

played R to R 3 at once, and if Black replied with P to K R 4, he could safely continue with Q t. P ch. (a.)

(I) Threatening Q to B 4 ch, &c., but really he has no time for this, and White's answer should have been K R to B 3.

(J) This diversion takes the Queen too far from her escort, and practically loses the game.

(K) White's last move was very good, and Black appears now to have nothing better than this sacrifice.

(L) Also capitally played. It is evident that Black cannot take the Rook, and if he capture the Knight with Rook then follows:

29 R to R 8 ch	K t. P
30 Q to R 6 ch	K to B 3
31 Q to B 4 ch	K to K 2
32 Q to K 5 ch, and wins.	

(M) But here White misses his way, for he had a mate in four moves by 30 R to R 7 ch, and 31 Q to R 6.

(N) Menacing, as his last chance, to take the Knight with Queen.

(a) I doubt the validity of the sacrifice of the Queen here suggested, as Black will afterwards play Kt to Kt 2, and sacrifice his own Queen for the Rook and Pawn, remaining the exchange ahead. R to K B 5 would, however, win in this position, as it does later in the actual game.—EDITOR.

Game 294.

MUZIO GAMBIT.

White.	Black.	White.	Black.
G. A. MACDONNELL.	I. GUNSBERG.		
1 P to K 4	P to K 4	46 K to B 4 (M)	P to R 5
2 P to K B 4	P t. P	47 P to K 6 (N)	R to Q B 2
3 Kt to K B 3	P to K Kt 4	48 P to Kt 5	R to R 2
4 B to B 4	P to Kt 5	49 K to B 5	R to Q B 2
5 Kt to B 3	P t. Kt	50 K to K 5	R to Q B sq (O)
6 Q t. P	Kt to Q B 3	51 R t. Kt P	R to Q R sq
7 Kt to Q 5 (A)	Kt to K 4	52 R to Kt 2	P to R 6
8 Q t. P	B to Q 3 (B)	53 R to Q R 2	R to Kt 3
9 Castles	P to K B 3	54 K to Q 6	R to Q R 3
10 B to Kt 3	P to B 3	55 K to B 5	R to Kt sq
11 Kt to K 3	B to B 4	56 K to Kt 4 (P)	P to B 4 ch
12 K to R sq	B t. Kt	57 P t. P	R t. K P
13 Q t. B	P to Q 3	58 R t. P	R to K Kt 3
14 P to Q 4	Kt to Kt 3	59 R to R 7	R t. B (Q)
15 Q to Kt 3	Q to K 2	60 P t. R	R t. P
16 P to K 5	P to Q 4 (C)	61 K to Kt 5	R to B 6
17 P to K R 4	P to K B 4	62 K to B 6	R t. P
18 B to Kt 5	P to B 5 (D)	63 K t. P	R to K R 6
19 R t. P	Q to K 3	64 K to B 6	R to R 3 ch
20 R to B 3	Q to Kt 5	65 K to B 7	R to R 2 ch
21 Q to B 2	B to K 3	66 K to Kt 6, and wins.	
22 R to K B sq	K Kt to K 2		
23 P to B 3	Q to R 4		
24 R to B 7 (E)	P to K R 3		
25 R t. Kt ch (F)	Kt t. R		
26 B t. Kt	R to K Kt sq (G)		
27 B to B 6	K to Q 2		
28 B to Q sq	Q to Kt 3		
29 K to R 2	Q R to K B sq		
30 B to B 2	Q to R 4		
31 B to B 5	B t. B		
32 Q t. B ch (H)	Q t. Q		
33 R t. Q	R to Kt 5		
34 K to R 3	Q R to K Kt sq		
35 B to Kt 5 (I)	R to K 5		
36 B t. P	R to K 7		
37 B to Kt 5	K to K sq (J)		
38 P to R 5	R t. Q Kt P		
39 P to Kt 4	R t. P		
40 B to B 6 (K)	R to R 8		
41 R to B 2 (L)	R to R 8 ch		
42 K to Kt 3	R t. R P		
43 R to Q R 2	P to R 3		
44 R to Q Kt 2	R to R 2		
45 R to Kt 6	P to R 4		

[The notes are by the Rev. G. A. MacDonnell.]

(A) Invented by Mr. MacDonnell on the spur of the moment.

(B) If 8 Kt t. B, 9 Kt t. B P ch, and wins. The text move is not so good as it looks, but it is difficult to discover anything better.

(C) He cannot take the King's Pawn without incurring immediate loss.

(D) Probably an intentional sacrifice of a Pawn in order to give his Queen more freedom.

(E) Determined to be "bloody, bold, and resolute;" Black cannot capture the Rook.

(F) Simpler and certainly quite as effective as attacking Queen with Bishop.

(G) Taking the Bishop would have cost him both his Rooks.

(H) Preferring to have for the end-game Bishop and two Pawns against Rook.

(I) Although this move wins a valuable Pawn, yet it exposes White's left flank to the inroad of a warlike Rook.

(J) Preparing to sweep off the Queen's home Pawns.

(K) White's position is very difficult. He must do something at once on the King's side or Black's Queen's Pawns will kill him.

(L) This leads to the loss of an important Pawn, but at the same

time lures Black's Rook away from the field of action.

(M) The King now puts himself at the head of his forces and leads them on to victory with uncommon boldness and ability.

(N) A simple move which paralyzes the adversary's King and Rook.

(O) If 50 R to Q R 2, White answers with 51 K to Q 6.

(P) Safely reaching the square the possession of which he had coveted ten moves previously.

(Q) He has nothing better. White has a forced won game.

Game 295.

IRREGULAR OPENING.

White.	Black.	White.	Black.
G. A. MACDONNELL.	T. H. PIPER.		
1 P to K B 4	P to K 3	26 B to Q 4	Q to Q 3
2 Kt to K B 3	P to Q 4	27 R t. Kt (G)	P t. R
3 P to K 3	Kt to K B 3	28 B t. P ch	R to Kt 2
4 P to Q Kt 3	B to K 2	29 Q to R 6	Q to K B sq
5 B to Kt 2	Castles	30 P t. P	K to Kt sq
6 B to K 2	P to B 4	31 P to Q 4 (H)	R to Kt 3
7 Castles	Kt to B 3	32 Q to B 4	Q to R 3
8 P to B 3 (A)	Q to B 2	33 Q to K 5	Q to B sq
9 Kt to R 3	R to Q sq (B)	34 B to Q 3	R to R 3
10 R to Q B sq (C)	P to Q R 3	35 R to B 3	Q to Q 3
11 Kt to B 2	P to Q Kt 4	36 Q to Kt 5 ch	R to Kt 3
12 K to R sq	B to Kt 2	37 Q to R 5 (I)	Q to B sq
13 Q to K sq	P to B 5	38 R to R 3 (J)	P to R 3
14 Q to Kt 3	R to Q 2 (D)	39 B t. R	P t. B
15 P to Q 3	Kt to Q R 4	40 Q t. P ch	R to Kt 2
16 Q Kt to Q 4	B to Q 3	41 Q t. P	K to B 2
17 Kt to K 5	B t. Kt	42 B t. R	Q t. B
18 P t. B	Kt to K sq	43 R to B 3 ch	Resigns.
19 R to B 4 (E)	Q t. K P		
20 Q R to K B sq	Kt to K B 3 (F)		
21 B to R 3	K to R sq		
22 Q to R 3	R to K Kt sq		
23 B to Q Kt 4	Kt to B 3		
24 B to Q B 5	P t. Kt P		
25 Kt t. Kt	B t. Kt		

(A) Not absolutely good; but commendable as giving an unhackneyed phase to this Opening.

(B) A faint spurt. It is seldom good at this period of the game to play K R to Q sq. 8 P to Q R

3 or 8 Q to Kt 3 would have been more judicious.

(C) Best reply.

(D) Queer, to say the least of it. Black, although a very talented player, has not yet mastered the art of shaping his game properly.

(E) Sacrificing a Pawn for an attack.

(F) Otherwise White takes B P, no matter when, and wins.

(G) White's forces are now all so harmoniously and also aggressively posted that they must achieve some signal advantage in the fray that here begins.

(H) He can win the exchange presently with greater advantage.

(I) Still mercifully, and at the same time cruelly, sparing the Rook.

(J) The ending of the game from move 30 will well repay attentive examination.

Game 296.

FOUR KNIGHTS' GAME.

White.	Black.	White.	Black.
J. I. MINCHIN.	G. A. MACDONNELL.		
1 P to K 4	P to K 4	31 Q to B 2	Q to K Kt 3
2 Kt to Q B 3	Kt to Q B 3	32 Q to Kt 3	K R to K sq
3 Kt to B 3	Kt to B 3	33 Q to R 3	P to B 5 (I)
4 B to Kt 5	Kt to Q 5	34 Q to Q 7 ch	Q to B 2
5 B to B 4	P to Q 3	35 Q t. Q	K t. Q
6 P to K R 3	B to K 3	36 P to K Kt 3	R t. P
7 B t. B	Kt t. B	37 R t. R	R t. R
8 P to Q 3	B to K 2	38 R t. R	P t. R
9 B to K 3	P to Q B 4 (A)	39 K to B sq	K to Kt 3 (J)
10 Kt to K 2	Q to B 2	40 K to K 2	K t. P
11 Kt to Kt 3	P to K Kt 3	41 K to B 3	P to K R 4
12 P to B 3	P to Q 4	42 P to Q Kt 3	P to Kt 4
13 P t. P	Kt t. P	43 P t. P	P t. P
14 Q to R 4 ch	K to B sq	44 P to R 3	P to R 3
15 Castles K R (B)	P to B 4 (C)	Resigns.	
16 B to R 6 ch	K to B 2		
17 Q R to K sq	B to B 3		
18 Q to Kt 3	Q R to Q sq		
19 P to K R 4 (D)	K R to K sq		
20 Kt to Kt 5 ch	Kt t. Kt		
21 B t. Kt	B t. B		
22 P t. B	K to Kt 2 (E)		
23 P to Q 4 (F)	P to Q B 5		
24 Q to Q sq	P to K 5		
25 Q to Q 2 (G)	P to K 6		
26 Kt t. P ch (H)	P t. Kt		
27 P t. P	R to K B sq		
28 Q to K B 2	Q to Q 3		
29 Q to R 4	Q R to K sq		
30 R to B 3	R to K 5		

[The notes are by the Rev. G. A. MacDonnell.]

(A) Preparing for the attack should White venture to Castle on the Queen's side.

(B) B to R 6 ch is useless here, as it is on the next move, seeing that the Bishop cannot permanently occupy that position.

(C) Taking Bishop with Knight would have the effect of strengthening White's centre.

(D) Either this or the retreat of

the Bishop is necessary, as Black now threatens P to K Kt 4.

(E) Black, although second player, has thus early the better game. It should be noted, however, in justice to Mr. Minchin, that his attention to the business details of this Tourney seriously affected his play throughout its progress.

(F) Played with sound judgment. The purpose of this move is to get rid of Black's King's Pawn, and

then to play P to K B 4, supporting the weak Pawn at Knight's fifth.

(G) In order to exchange Queens, should Black attempt to post his Queen at King's Bishop's fifth.

(H) Compulsory, after Black's well-timed advance of the King's Pawn.

(I) The boldest and at the same time the safest course.

(J) Providence is on the side of the big battalions here as in greater affairs.

THE END.

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